

DRAG2-1

# Discomfort

## A Dungeons & Dragons® *Living Forgotten Realms* Adventure

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The body found floating in the harbor belongs to one of the Fire Knives, and now a gang war looms on the horizon. What will you do when you discover the truth about the death? A Living Forgotten Realms adventure set in the *Dragon Coast* for characters 11-14.

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Andy Collins, Rob Heinsoo, and James Wyatt.

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Most likely you ordered this adventure as part of an RPGA event, or you received it from your organizer. To play this adventure and receive rewards for it, you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

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By sanctioning and reporting this adventure you accomplish a couple of things. First, it is an official game, tracked under your play history. Second, DMs gain rewards for sanctioned RPGA play if they are members of the DM REWARDS program. DMing this adventure is worth one (1) point.

This adventure retires from RPGA-sanctioned play on December 31, 2013.

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## Preparing for Play

In order to play this adventure, you'll need copies of the following D&D 4th Edition rulebooks: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*. Any other rules referenced in this adventure will be noted in the **New Rules Items** section at the end of the adventure.

Throughout this adventure, text in bold italics provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text.

Along with this adventure, you'll find a RPGA Session Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your organizer directly after play.

## Reading Monster Stat Blocks

Most of the information should be easy to understand, as it mirrors the information presented in the *Monster Manual*. Attacks may have a letter next to them

designating the type: M for melee, R for ranged, C for close, and A for area. A lower-case letter (used only in some melee and ranged attacks) denotes that the attack can be used as a basic attack.

## Important DM Information

As the DM of the session, you have the most important role in facilitating the enjoyment of the game for the players. You take the words on these pages and make them come alive. The outcome of a fun game session often creates stories that live well beyond the play at the table. Always follow this golden rule when you DM for a group:

**Make decisions and adjudications that enhance the fun of the adventure when possible.**

To reinforce this golden rule, keep in mind the following:

- **You are empowered to make adjustments to the adventure and make decisions about how the group interacts with the world of this adventure.** This is especially important and applicable outside of combat encounters, but feel free to use the "scaling the encounter" advice (usually for adjusting to different-sized groups) to adjust combat encounters for groups that are having too easy or too hard of a time in an adventure.
- **Don't make the adventure too easy or too difficult for a group.** Never being challenged makes for a boring game, and being overwhelmed makes for a frustrating game. Gauge the experience of the players (not the characters) with the game, try to feel out (or ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Give everyone a "chance to shine."
- **Be mindful of pacing, and keep the game session moving along appropriately.** Watch for stalling, as play loses momentum when this happens. At the same time, make sure that the players don't finish the adventure too early; provide them with a full play experience. *Living Forgotten Realms* adventures are designed to be played within 3.5 – 4 hours; try to be very aware of running long or short. Adjust the pacing accordingly.
- **Give the players appropriate hints so they can make informed choices about how to interact with their environment.** Players should always know when enemies are affected by conditions and are bloodied. They should be given clues about how to interact with their surroundings so they can tackle skill challenges, combats, and puzzles without

getting too frustrated over lack of information. This helps to encourage immersion in the adventure and gives players “little victories” for figuring out a good choice from a clue.

In short, being the DM for a *Living Forgotten Realms* adventure isn't about following the adventure's text word-for-word; it's about creating a fun, challenging game environment for the players. Chapters 1 and 2 of the *Dungeon Master's Guide* are filled with good information about being a DM for a D&D game.

## Appropriate Character Levels

This adventure is designed for player characters (PCs) levels 11 - 14. Characters that fall outside of the level range may not participate in the adventure. Make certain to check the levels of the PCs before beginning play to ensure that they are the proper level.

Each adventure has a low-level version and a high-level version. The low level is meant for a group whose levels, on average, fall in the lower levels of the adventure's level spread. The high level is meant for a group whose levels, on average, fall in the higher levels of the adventure's level spread.

A group may decide to play the high level when their levels are more suited to the low level if everyone in the group agrees to do so; however, some of the rewards may not be available to them. Conversely, a group may decide to play the low level when their levels are more suited to the high level if everyone in the group agrees; however, some of the rewards may be less than what they'd ideally want from the adventure.

**Reading the Numbers:** Each encounter has a level and sometimes other values (such as XP or skill check DCs) listed with two numbers divided by a slash. The number before the slash is always the value for the low-level version of the adventure; the number after the slash is the value for the high-level version of the adventure.

## Failing to Defeat an Encounter

If a group fails to defeat an encounter – that is, if they have to flee from a combat because it's too tough or they reach the predetermined number of failures in a skill challenge before reaching success – they are only awarded half experience points (round down) for the encounter. If they manage to tackle the encounter later and defeat it, award them the other half of the experience points for the encounter.

## Character Death

If a PC dies during the course of the adventure, the player of that character and the rest of the group have two options, provided that they have access to the Raise Dead ritual (either a PC has it and can use it or the characters return to civilization), they have access

to the body, and it is possible to return the dead PC to life.

- **Pay the component cost for the ritual.** If the group chooses this option, the cost should be divided evenly among the group (500 gp for heroic tier, 5,000 gp for paragon tier, and 50,000 gp for epic tier). Using a source outside the group to cast the ritual costs 20% more than the component cost. Total cost when using an outside source is 600 gp for heroic tier, 6,000 gp for paragon tier, and 60,000 gp for epic tier. A PC that dies and chooses this method of return gains full (or half, if the party was defeated) experience points from the encounter in which the character died, but no experience points for any encounters that were missed while the character was dead. If there are encounters remaining, the PC continues to earn experience as normal, and receives a normal cut of the rewards at the end of the adventure.
- **Invoke the Death Charity clause.** If the group cannot afford to pay for the ritual (or doesn't desire to do so), the PC can choose to return to life at the end of the adventure. Doing so forfeits all rewards (including treasure and story rewards) earned for the adventure except experience points gained prior to the character's death (the character receives the experience point award for the encounter in which they died). The PC cannot participate in the same adventure a second time.

## Milestones

No matter if the characters succeed or fail in an encounter, they reach a milestone if it is the second encounter they've had since the start of the adventure or their last extended rest. **Encounters that do not give out experience points do not count for purposes of reaching a milestone.** Make certain to mention this information to the players when applicable, as it gives each PC another action point and affects how some magic item powers are used.

## Lasting Effects

Sometimes a PC suffers a lasting effect that isn't easily resolved before the end of the adventure. The two most common lasting effects are the death penalty and diseases.

**Death Penalty:** When a character dies and is brought back to life by the Raise Dead ritual, that character suffers a -1 penalty to all attack rolls, skill checks, saving throws, and ability checks until they have reached three milestones. The player should simply record the adventure where the character died on their adventure log, and then keep a running tally of

milestones reached. Once the PC has reached the third milestone since coming back to life, they no longer suffer the penalty.

**Diseases:** Diseases take hold of a character and last until they are cured or they reach their final state. Normally, a PC makes an Endurance check after each extended rest to see if the disease improves, worsens, or maintains its current condition. At the end of the adventure, any character suffering from a disease must resolve the disease to either its cure or final state, using the necessary number of extended rests to do so. Other characters adventuring with the PC may decide to aid the afflicted character during this time. If a disease reaches its final state and the PC can get a Cure Disease ritual cast (and pay the appropriate costs), they may do so.

**Other Lasting Effects:** Other effects that last beyond the scope of the adventure should be resolved at the DM's discretion. Any effects that last for a specific period of time (that end after a certain number of days or a certain number of extended rests) should be resolved at the end of the adventure in which the effect was obtained (unless otherwise specified). Effects that use some sort of adventuring benchmark of unknown duration (such as milestones) should be recorded on the character's logsheet and tracked across adventures.

## Adventure Background

There are many small gangs in the ancient city of Westgate, but the two biggest are the Fire Knives and the Nine Golden Swords. The Fire Knives enjoy the patronage of House Bleth, the effective rulers of Westgate. An outreach of the organized crime syndicate stretching up and down the Dragon Coast, the Nine Golden Swords make the pretense of defending the common people. In truth, they are just as deeply involved in many unsavory activities.

Recently, a third large organization has arrived in Westgate. Spicelord-sponsored smugglers have begun dealing a drug known as Discomfort, and many have found its effects appealing. The smugglers' success irritates Westgate's other underworld elements as they expand their operations—however, some criminals don't care where they get their coin, and the body found in the harbor began that way.

The floating corpse was a man named Tilver, a Fire Knife working on the side for the Netherese smugglers. The smugglers are using the drug to soften the population and further the Shadovar's aims. Tilver saw the drug's impact when his Shou lover overdosed, and then he chose to double-cross the smugglers by scuttling the product.

To accomplish this, he involved his brothers-in-arms, the Fire Knives. However, the greedy Knives realized the drug's monetary potential, and decided to take control of the drug and its distribution. They killed the naive Tilver and framed the smugglers—in

particular, they chose Palik, Tilver's contact. The Knives now plan on using Tilver's death as an excuse to begin a gang war by dragging out the hunt for Tilver's supposed smuggler murderer, Palik.

The Nine Golden Swords know about the situation through their connections to the Fire Knife Tilver's Shou lover and know that the Knives are framing the smugglers. They also realize the danger the drug represents and the local toll the war will impose. However, they need to learn about both the smugglers' motivations and sponsors. They have made a deal with the Watch to share this information in exchange for the leeway to do so—within reason. If they allow the Fire Knives to destroy the smugglers, they'll learn nothing. The Nine Golden Swords want to stop the Fire Knives' war by catching the supposed "killer," presenting him at a gang leadership summit and forcing a truce.

Into all of this come the adventurers. They might be allied with the Fire Knives, possibly worked with the Nine Golden Swords, or may be completely new to Westgate. Overzealous members of one of the factions thrust the adventurers headlong into the turmoil before they even meet with their contact. With the thugs defeated, the group arrives at their patron's stronghold to learn the situation—explaining just enough about the circumstances to put the party to work.

Both the Fire Knives and the Nine Golden Swords want the party to capture the framed smuggler, hoping that fresh faces won't draw as much attention, and believe the newcomers will track the intended patsy much easier. Somewhere in Westgate, the smuggler Palik hides while barely aware of his peril. He thinks he can simply lay low for a while and doesn't realize the magnitude of the Fire Knives' plan.

## DM's Introduction

It is important to determine the party's allegiance as this adventure begins. Based on previous story awards, they either ally themselves with the Fire Knives or the Nine Golden Swords. Even those characters with no affiliation have been asked by one of the two sides to assist in some task—the players must decide which faction their group favors, at least as this business begins.

The party arrived in Westgate shortly after midday, and travels through the streets to an appointment with their contact in either the Nine Golden Swords or Fire Knives. They are uncertain what this business is about, but know that they were asked to come with a sense of urgency.

The characters' employer will ask the party to seek out the smuggler (encounter 2), starting with his known haunts (encounter 3), capture him before the conference of gangs tomorrow at noon (encounter 4), and bring him to them (encounter 5). With the

smuggler in hand, either side can force the political solution they desire (encounter 6)

And thus, the adventure begins in the streets of Westgate, in the early afternoon of a pleasant spring day.

## Player's Introduction

Prior to starting, determine which faction the players' group aligns itself with at the beginning of the adventure.

Characters with these awards could align with the Nine Golden Swords:

DRAG02 Enmity of the Fire Knives (Drag1-01)  
DRAG03 Docks District Enforcer/Liberator/Meddler (Drag1-02)

Characters with one of these awards must align with the Nine Golden Swords:

DRAG04 Enmity/Enemy of the Fire Knives (Drag1-02)  
DRAG05 Westgate Reputation: Enforcer (Drag1-03)  
DRAG05 Westgate Reputation: Liberator (Drag1-03)

Characters with these awards could align with the Fire Knives:

DRAG03 Docks District Enforcer/Liberator/Meddler (Drag1-02)  
DRAG05 Westgate Reputation: Meddler (Drag1-03)

A party with members possessing a combination of these awards should align with the faction they have more awards favoring.

A party with no favors or an equal number of favors for either faction may choose with which faction they wish to align. In some cases, this may result in characters battling those they once supported—they will need to reconcile this with themselves. Their foes will likely not live to report their betrayal.

Characters must choose to align with a faction—either the Nine Golden Swords or the Fire Knives.

Players unfamiliar with either faction can easily learn:

The Fire Knives are the largest gang in Westgate and have the tacit support of House Bleth—the effective rulers of the city.

The Nine Golden Swords are a gang with chapters in cities all along the Dragon Coast, and have a primarily Shou membership. In Westgate, they claim to operate with the common people's best interests in mind.

Read or paraphrase the following to the players:

***The pleasantly warm and humid spring air makes a trip through the streets of Westgate a decently enjoyable affair as your group makes its way across town. People of every race and creed fill the cobblestones, reinforcing the Trade City's reputation as a welcome place for anyone seeking their fortune.***

***You've arrived at the request of a respected member of one of the local factions, Master Fan-ji of the Nine Golden Swords/Glasseye of the Fire Knives, to meet with him on a matter of "utmost urgency." The exact details were vague, only that you arrive by this afternoon, and as discussion carried on over what might be entailed, it suddenly became apparent that the background street chatter stopped, the pedestrians vanished, only to be replaced by the sounds of wounded men and clashing weapons.***

Proceed to Encounter 1.

# Combat Encounter 1: The Streets are Bleeding

Encounter Level 10/12 (500/750 XP)

## Setup

### If the Adventurers align with the 9 Golden Swords:

This encounter includes the following:

#### Low Tier

- 1 genasi tyro (level 10 Genasi Fireblade) (F)
- 1 Fire Knife Lieutenant (Pirate Captain) (L)
- 1 Fire Knife Brawler (level 10 human Knife Fighters) (B)
- 4 Fire Knife Footmen (level 10 human Lackeys) (M)

#### High Tier

- 1 genasi fireblade (F)
- 1 Fire Knife Lieutenant (Pirate Captain) (L)
- 2 Fire Knife Brawlers (level 10 Knife Fighters) (B)
- 5 Fire Knife Footmen (level 10 human Lackeys) (M)

### If the Adventurers align with the Fire Knives:

This encounter includes the following:

#### Low Tier

- 1 shadar-kai dimsoul (level 10 Shadar-kai Blacksoul) (F)
- 1 Smuggler Lieutenant (Pirate Captain) (L)
- 2 half-orc Smuggler Bonebreakers (level 10 half-orc Scarthanes) (B)
- 4 Smuggler Bravos (level 10 human Lackeys) (M)

#### High Tier

- 1 shadar-kai blacksoul (F)
- 1 Smuggler Lieutenant (Pirate Captain) (L)
- 3 half-orc Smuggler Bonebreakers (level 10 half-orc Scarthanes) (B)
- 6 Smuggler Bravos (level 10 human Lackeys) (M)

This encounter begins with the battle already joined between the two gangs. At this point, one side has won, and the survivors are fleeing. The group that remains to battle the characters depends on their affiliation—those who side with the Fire Knives face the Smuggler forces, and those traveling to see the Nine Golden Swords battle the Fire Knives.

As the adventurers enter the area, read:

*The close-knit buildings and streets make the source impossible to pinpoint with the interference of echoes. Then, without even realizing, you turn the corner into a plaza—coming face to face with a brutal melee. The bricks are red with the blood of*

*the fallen. A number of defeated combatants are fleeing down an alley, while the victors laugh.*

*“That’s it, run! We’ll show you who owns Westgate!”*

*The square is littered with the debris of combat; several bodies lay sprawled across the cobblestones now slick with blood. A group retreats down an alleyway and the victors turn their collective gaze at you. One wipes the side of his nose with his thumb and speaks loudly, sneering.*

*“Lookit, boys. They thought they’d circle around us. I would have figured they’d already learned their lesson. Let’s give ’em steel!” With a battle cry, they charge, apparently uninterested in parlay or explanations!*

## Features of the Area

**Illumination:** The area has Bright light from the sunrods set about the fountain, regardless of the time of day you chose to set this encounter.

**Fountain:** Moving up on to the rim of the fountain requires two squares of movement, and the knee-deep water within is considered difficult terrain.

**Exploding Fountainhead:** If the central portion of the fountain is struck by an attack (AC 22) causing more than 15 hp of damage, it explodes: Burst 5 +12 vs Reflex; 1d10+5 and target is blinded (save ends).

**Loose Cobblestones:** The area where the adventurers begin is a section of cobblestones. These cobblestones may be picked up and thrown at enemies, using a character’s basic attack stats: Ranged attack 6; 1d8+5 and target is dazed (save ends).

**Dying Foes:** The previous combatants are bleeding out on the cobblestones here. Whenever a character stops, one of the doomed reaches out, begging for help. The character may spend a minor action to donate a healing surge to the individual or suffer a grabbing attack: +12 vs Reflex; 4 points damage and target is immobilized until end of next turn.

## Tactics

These groups believe they are fighting the early skirmishes of an imminent gang war, and strike to kill using all their powers. If more than half of the non-minion foes are killed, the survivors try to flee when bloodied. If somehow prevented, they realize the futility of attempting to escape and fight to the death. Under no circumstances do they surrender, given that they have just killed a half dozen people they believe to be allies and friends of the characters.

## Scaling the Encounter

Make the following adjustments to the combat based on the number of PCs present.

**Four PCs:** At low tier, depending on the adventurers' affiliation, eliminate the 3 Fire Knife Footmen or one of the Smuggler Bonebreakers.

At high tier, depending on the adventurers' affiliation, eliminate 4 Fire Knife Footmen or Smuggler Bravos.

**Six PCs:** At low tier, depending on the adventurers' affiliation, add 1 human Fire Knife or Smuggler Lieutenant.

At high tier, depending on the adventurers' affiliation, add 1 genasi fireblade or shadar-kai blacksoul.

## Ending the Encounter

Any captured Fire Knives or Smugglers indicate that this was a gang skirmish, and that they believed the characters were part of the enemy. They hint that something big is going down soon. Unless steps are taken to prevent their capture, the Watch arrives to

collect the prisoners for their battle. Witnesses absolve the characters if they insist on staying. Those characters on a good terms with the Watch learn that street battles like this one have become more common, and only rarely do the authorities arrive in time to intervene. The resources of the Watch have been stretched to their limit by this escalation.

If the PCs are aligned with the Fire Knives, go to Encounter 2a. If they are aligned with the Swords, go to Encounter 2b.

## Experience Points

The characters receive 500/750 experience points for successfully defeating the enemy.

## Treasure

Quickly scanning the fallen or captive foes yields an *opportunistic weapon* +3.

# Encounter 1: The Streets are Bleeding Statistics (Low Level)

## Fire Knife Statblocks

Genasi Tyro	Level 10 Brute
Medium elemental humanoid (fire)	XP 500
<b>Initiative</b> +6	<b>Senses</b> Perception +7
<b>HP</b> 129; <b>Bloodied</b> 64	
<b>AC</b> 22; <b>Fortitude</b> 24, <b>Reflex</b> 21, <b>Will</b> 20	
<b>Resist</b> 10 Fire	
<b>Speed</b> 6	
m <b>Falchion</b> (standard; at-will) □ <b>Fire, Weapon</b>	
+13 vs. AC; 2d4 + 6 damage (crit 4d4+14), and ongoing 5 fire damage (save ends).	
M <b>Fiery Riposte</b> (immediate reaction, when the genasi fireblade is hit by an enemy adjacent to it; at-will) □ <b>Fire</b>	
Targets the attacker; +12 vs. Reflex; the target takes ongoing 5 fire damage (save ends). If the target is already taking ongoing fire damage, that damage increases by 5.	
B <b>Fan the Flames</b> (standard; recharge 5 6) □ <b>Fire</b>	
Close burst 1; +11 vs. Reflex; the target takes ongoing 5 fire damage (save ends), and the target takes a -2 penalty to saving throws against ongoing fire damage until the end of the encounter..	
<b>Alignment</b> Unaligned	<b>Languages</b> Common, Primordial
<b>Skills</b> Endurance +18, Intimidate +10	
<b>Str</b> 22 (+11)	<b>Dex</b> 13 (+6)
<b>Con</b> 19 (+9)	<b>Int</b> 17 (+8)
	<b>Cha</b> 11 (+5)
<b>Equipment</b> hide armor, falchion	

Human Fire Knife Lieutenant	Level 10 Soldier (leader)
Medium natural humanoid	XP 500
<b>Initiative</b> +10	<b>Senses</b> Perception +12
<b>HP</b> 104; <b>Bloodied</b> 52	
<b>AC</b> 26; <b>Fortitude</b> 22, <b>Reflex</b> 22, <b>Will</b> 22	
<b>Speed</b> 7	
m <b>Cutlass</b> (standard; at-will) □ <b>Weapon</b>	
+16 vs. AC; 2d6 + 6 damage, and the target is slowed (save ends).	
B <b>Call to Arms</b> (when first bloodied; encounter)	
Close burst 10; targets allies; the target makes a melee basic attack or shifts 3 squares as a free action.	
B <b>Vicious Mockery</b> (minor; recharge 6)	
Close burst 5; targets one enemy; the target provokes an opportunity attack from each enemy that is adjacent to it.	
<b>Rigging Monkey</b> (minor; encounter)	
The human pirate captain gains a climb speed of 7 until the end of its next turn.	
<b>Scurvy Dog s Flank</b>	
A human pirate captain gains a +1 bonus to attack rolls against an enemy it is flanking, and its attacks deal 2d6 extra damage to that creature.	
<b>Alignment</b> Unaligned	<b>Languages</b> Common
<b>Skills</b> Acrobatics +13, Athletics +13	
<b>Str</b> 16 (+8)	<b>Dex</b> 16 (+8)
<b>Con</b> 16 (+8)	<b>Int</b> 13 (+6)
	<b>Cha</b> 16 (+8)
<b>Equipment</b> cutlass (shortsword)	

Human Fire Knife Brawler	[Level 10 Elite Skirmisher]
Medium natural humanoid	XP 1,000
<b>Initiative</b> +10	<b>Senses</b> Perception +14
<b>HP</b> 186; <b>Bloodied</b> 93	
<b>AC</b> 24; <b>Fortitude</b> 22, <b>Reflex</b> 22, <b>Will</b> 22	
Saving Throws +2	
<b>Speed</b> 7	
<b>Action Points</b> 1	
m <b>Wounding Dagger</b> (standard; at-will) □ <b>Weapon</b>	
+15 vs. AC (crit 19-20); 1d6 + 7 damage (crit 1d6 + 14) and ongoing 5 damage (save ends).	
M <b>Dance of the Knife</b> (standard; at-will) □ <b>Weapon</b>	
+15 vs. AC (crit 19-20); 1d6 + 7 damage (crit 1d6 + 14). Effect: The human knife fighter shifts 2 squares after the attack and makes one more attack against the same target or a different one. The knife fighter then shifts 2 squares.	
<b>Peerless Tumbler</b> (move; recharge 5 6)	
The human knife fighter shifts 4 squares, ignoring difficult terrain..	
<b>Combat Advantage</b>	
A human knife fighter deals 2d6 extra damage against any target granting combat advantage to it.	
<b>Alignment</b> Unaligned	<b>Languages</b> Common
<b>Skills</b> Stealth +11	
<b>Str</b> 15 (+7)	<b>Dex</b> 17 (+8)
<b>Con</b> 17 (+8)	<b>Int</b> 13 (+6)
	<b>Cha</b> 12 (+6)
<b>Equipment</b> dagger, net	

Human Fire Knife Footman	[Level 10 Minion]
Medium natural humanoid	XP125
<b>Initiative</b> +4	<b>Senses</b> Perception +5
<b>HP</b> 1; a missed attack never damages a minion.	
<b>AC</b> 22; <b>Fortitude</b> 20, <b>Reflex</b> 17, <b>Will</b> 18	
<b>Speed</b> 6	
m <b>Club</b> (standard; at-will) □ <b>Weapon</b>	
+14 vs. AC; 6 damage.	
<b>Mob Rule</b>	
A Fire Knife footman gains a +2 power bonus to all defenses while at least two other Fire Knife footmen are within 5 squares of it.	
<b>Alignment</b> Any	<b>Languages</b> Common
<b>Skills</b> Stealth +5, Thievery +5	
<b>Str</b> 16 (+8)	<b>Dex</b> 11 (+5)
<b>Con</b> 14 (+7)	<b>Int</b> 10 (+5)
	<b>Cha</b> 13 (+6)
<b>Equipment</b> leather armor, club	



## Smuggler Group Statblocks

Shadar-kai Dimsoul	[Level 10 Controller]
Medium shadow humanoid	XP 500
<b>Initiative</b> +10	<b>Senses</b> Perception +8; low-light vision
<b>HP</b> 106; <b>Bloodied</b> 53	
<b>AC</b> 22; <b>Fortitude</b> 21, <b>Reflex</b> 24, <b>Will</b> 24	
<b>Speed</b> 7	
m <b>Corrupting Blackfire</b> (standard; at-will) • <b>Fire, Necrotic</b>	
+15 vs. AC; 1d10 + 4 fire and necrotic damage, and the target is shrouded in gloom (save ends).	
r <b>Shadowbolt</b> (standard; at-will) • <b>Necrotic</b>	
Ranged 10; +14 vs. Reflex; 3d6 + 4 necrotic damage, and the target is shrouded in gloom (save ends).	
R <b>Corrupt Soul</b> (standard; at-will) • <b>Charm</b>	
Ranged 10; targets a creature shrouded in gloom; +14 vs. Will; the target is dominated (save ends).	
B <b>Shadowburst</b> (standard; recharge 6) • <b>Necrotic</b>	
Area burst 3 within 10; targets enemies; +12 vs. Reflex; 1d10 + 4 necrotic damage, and the target is shrouded in gloom (save ends). Miss: Half damage.	
<b>Shadow Jaunt</b> (move; encounter) • <b>Teleportation</b>	
The shadar-kai blacksoul teleports 3 squares and becomes insubstantial until the start of its next turn.	
<b>Shrouded in Gloom</b>	
While shrouded in gloom, a creature takes a -2 penalty to attack rolls and gains only half the benefit of healing effects..	
<b>Alignment</b> Unaligned	<b>Languages</b> Common
<b>Skills</b> Arcana +19, Stealth +15	
<b>Str</b> 12 (+8)	<b>Dex</b> 16 (+10)
<b>Con</b> 18 (+11)	<b>Int</b> 24 (+14)
<b>Cha</b> 20 (+12)	
<b>Equipment</b> leather armor	

Human Smuggler Lieutenant	Level 10 Soldier (leader)
Medium natural humanoid	XP 500
<b>Initiative</b> +10	<b>Senses</b> Perception +12
<b>HP</b> 104; <b>Bloodied</b> 52	
<b>AC</b> 26; <b>Fortitude</b> 22, <b>Reflex</b> 22, <b>Will</b> 22	
<b>Speed</b> 7	
m <b>Cutlass</b> (standard; at-will) □ <b>Weapon</b>	
+16 vs. AC; 2d6 + 6 damage, and the target is slowed (save ends).	
B <b>Call to Arms</b> (when first bloodied; encounter)	
Close burst 10; targets allies; the target makes a melee basic attack or shifts 3 squares as a free action.	
B <b>Vicious Mockery</b> (minor; recharge 6)	
Close burst 5; targets one enemy; the target provokes an opportunity attack from each enemy that is adjacent to it.	
<b>Rigging Monkey</b> (minor; encounter)	
The human pirate captain gains a climb speed of 7 until the end of its next turn.	
<b>Scurvy Dog's Flank</b>	
A human pirate captain gains a +1 bonus to attack rolls against an enemy it is flanking, and its attacks deal 2d6 extra damage to that creature.	
<b>Alignment</b> Unaligned	<b>Languages</b> Common
<b>Skills</b> Acrobatics +13, Athletics +13	
<b>Str</b> 16 (+8)	<b>Dex</b> 16 (+8)
<b>Con</b> 16 (+8)	<b>Int</b> 13 (+6)
<b>Cha</b> 16 (+8)	
<b>Equipment</b> cutlass (shortsword)	

Half-orc Smuggler Bonebreaker	[Level 10 Brute]
Medium natural humanoid	XP 500
<b>Initiative</b> +8	<b>Senses</b> Perception +5; low-light vision
<b>HP</b> 126; <b>Bloodied</b> 63; see also <i>wounded retaliation</i>	
<b>AC</b> 23; <b>Fortitude</b> 25, <b>Reflex</b> 23, <b>Will</b> 20	
<b>Speed</b> 6 (8 when charging)	
m <b>Greataxe</b> (standard; at-will) □ <b>Weapon</b>	
+13 vs. AC; 1d12 + 9 (crit 1d12 +21) damage.	
M <b>Wounded Retaliation</b> (immediate reaction, when first bloodied; encounter)	
The half-orc smuggler bonebreaker makes a greataxe attack.	
M <b>Bloodfury Attack</b> (standard; usable only while bloodied; encounter) □ <b>Healing, Weapon</b>	
+13 vs. AC; 2d12 + 3 damage, and the half-orc scarthane regains 10 hit points.	
<b>Blood for Blood</b> □ <b>Healing</b>	
When the half-orc scarthane hits a bloodied target, the attack deals 1d6 extra damage, and the scarthane regains 5 hit points.	
<b>Furious Assault</b> (free, when the half-orc scarthane damages an enemy; encounter)	
The scarthane's attack deals 1d10 extra damage.	
<b>Alignment</b> Unaligned	<b>Languages</b> Common, Giant
<b>Skills</b> Athletics +13, Endurance +11, Intimidate +7	
<b>Str</b> 21 (+10)	<b>Dex</b> 17 (+8)
<b>Con</b> 16 (+8)	<b>Int</b> 10 (+5)
<b>Cha</b> 8 (+4)	
<b>Equipment</b> greataxe	

Human Smuggler Bravo	[Level 10 Minion]
Medium natural humanoid	XP125
<b>Initiative</b> +4	<b>Senses</b> Perception +5
<b>HP</b> 1; a missed attack never damages a minion.	
<b>AC</b> 22; <b>Fortitude</b> 20, <b>Reflex</b> 17, <b>Will</b> 18	
<b>Speed</b> 6	
m <b>Club</b> (standard; at-will) □ <b>Weapon</b>	
+14 vs. AC; 6 damage.	
<b>Mob Rule</b>	
A human smuggler bravo gains a +2 power bonus to all defenses while at least two other human smuggler bravos are within 5 squares of it.	
<b>Alignment</b> Any	<b>Languages</b> Common
<b>Skills</b> Stealth +5, Thievery +5	
<b>Str</b> 16 (+8)	<b>Dex</b> 11 (+5)
<b>Con</b> 14 (+7)	<b>Int</b> 10 (+5)
<b>Cha</b> 13 (+6)	
<b>Equipment</b> leather armor, club	

# Encounter 1: The Streets are Bleeding Statistics (High Level)

## Fire Knife Statblocks

Genasi Fireblade	Level 11 Brute
Medium elemental humanoid (fire)	XP 600
<b>Initiative</b> +6 <b>Senses</b> Perception +7	
<b>HP</b> 139; <b>Bloodied</b> 69	
<b>AC</b> 23; <b>Fortitude</b> 25, <b>Reflex</b> 22, <b>Will</b> 21	
<b>Resist</b> 10 Fire	
<b>Speed</b> 6	
m <b>Falchion</b> (standard; at-will) ☐ <b>Fire, Weapon</b>	
+14 vs. AC; 2d4 + 6 damage (crit 4d4+14), and ongoing 5 fire damage (save ends).	
<b>M Fiery Riposte</b> (immediate reaction, when the genasi fireblade is hit by an enemy adjacent to it; at-will) ☐ <b>Fire</b>	
Targets the attacker; +13 vs. Reflex; the target takes ongoing 5 fire damage (save ends). If the target is already taking ongoing fire damage, that damage increases by 5..	
<b>B Fan the Flames</b> (standard; recharge 5 6) ☐ <b>Fire</b>	
Close burst 1; +12 vs. Reflex; the target takes ongoing 5 fire damage (save ends), and the target takes a -2 penalty to saving throws against ongoing fire damage until the end of the encounter..	
<b>Alignment</b> Unaligned <b>Languages</b> Common, Primordial	
<b>Skills</b> Endurance +18, Intimidate +10	
<b>Str</b> 22 (+11) <b>Dex</b> 13 (+6) <b>Wis</b> 15 (+7)	
<b>Con</b> 19 (+9) <b>Int</b> 17 (+8) <b>Cha</b> 11 (+5)	
<b>Equipment</b> hide armor, falchion	

Human Fire Knife Lieutenant	Level 10 Soldier (leader)
Medium natural humanoid	XP 500
<b>Initiative</b> +10 <b>Senses</b> Perception +12	
<b>HP</b> 104; <b>Bloodied</b> 52	
<b>AC</b> 26; <b>Fortitude</b> 22, <b>Reflex</b> 22, <b>Will</b> 22	
<b>Speed</b> 7	
m <b>Cutlass</b> (standard; at-will) ☐ <b>Weapon</b>	
+16 vs. AC; 2d6 + 6 damage, and the target is slowed (save ends).	
<b>B Call to Arms</b> (when first bloodied; encounter)	
Close burst 10; targets allies; the target makes a melee basic attack or shifts 3 squares as a free action.	
<b>B Vicious Mockery</b> (minor; recharge 6)	
Close burst 5; targets one enemy; the target provokes an opportunity attack from each enemy that is adjacent to it.	
<b>Rigging Monkey</b> (minor; encounter)	
The human pirate captain gains a climb speed of 7 until the end of its next turn.	
<b>Scurvy Dog s Flank</b>	
A human pirate captain gains a +1 bonus to attack rolls against an enemy it is flanking, and its attacks deal 2d6 extra damage to that creature.	
<b>Alignment</b> Unaligned <b>Languages</b> Common	
<b>Skills</b> Acrobatics +13, Athletics +13	
<b>Str</b> 16 (+8) <b>Dex</b> 16 (+8) <b>Wis</b> 14 (+7)	
<b>Con</b> 16 (+8) <b>Int</b> 13 (+6) <b>Cha</b> 16 (+8)	
<b>Equipment</b> cutlass (shortsword)	

Human Fire Knife Brawler	[Level 10 Elite Skirmisher]
Medium natural humanoid	XP 600
<b>Initiative</b> +10 <b>Senses</b> Perception +16	
<b>HP</b> 186; <b>Bloodied</b> 93	
<b>AC</b> 24; <b>Fortitude</b> 22, <b>Reflex</b> 22, <b>Will</b> 22	
Saving Throws +2	
<b>Speed</b> 7	
<b>Action Points</b> 1	
m <b>Wounding Dagger</b> (standard; at-will) ☐ <b>Weapon</b>	
+15 vs. AC (crit 19-20); 1d6 + 7 damage (crit 1d6 + 14) and ongoing 5 damage (save ends).	
<b>M Dance of the Knife</b> (standard; at-will) ☐ <b>Weapon</b>	
+15 vs. AC (crit 19-20); 1d6 + 7 damage (crit 1d6 + 14). Effect: The human knife fighter shifts 2 squares after the attack and makes one more attack against the same target or a different one. The knife fighter then shifts 2 squares.	
<b>Peerless Tumbler</b> (move; recharge 5 6)	
The human knife fighter shifts 4 squares, ignoring difficult terrain..	
<b>Combat Advantage</b>	
A human knife fighter deals 2d6 extra damage against any target granting combat advantage to it.	
<b>Alignment</b> Unaligned <b>Languages</b> Common	
<b>Skills</b> Stealth +11	
<b>Str</b> 15 (+7) <b>Dex</b> 17 (+8) <b>Wis</b> 16 (+8)	
<b>Con</b> 17 (+8) <b>Int</b> 13 (+6) <b>Cha</b> 12 (+6)	
<b>Equipment</b> dagger, net	

Human Fire Knife Footman	[Level 10 Minion]
Medium natural humanoid	XP125
<b>Initiative</b> +4 <b>Senses</b> Perception +5	
<b>HP</b> 1; a missed attack never damages a minion.	
<b>AC</b> 22; <b>Fortitude</b> 20, <b>Reflex</b> 17, <b>Will</b> 18	
<b>Speed</b> 6	
m <b>Club</b> (standard; at-will) ☐ <b>Weapon</b>	
+14 vs. AC; 6 damage.	
<b>Mob Rule</b>	
A Fire Knife footman gains a +2 power bonus to all defenses while at least two other Fire Knife footmen are within 5 squares of it.	
<b>Alignment</b> Any <b>Languages</b> Common	
<b>Skills</b> Stealth +5, Thievery +5	
<b>Str</b> 16 (+8) <b>Dex</b> 11 (+5) <b>Wis</b> 12 (+6)	
<b>Con</b> 14 (+7) <b>Int</b> 10 (+5) <b>Cha</b> 13 (+6)	
<b>Equipment</b> leather armor, club	

## Smuggler Group Statblocks

<b>Shadar-kai Blacksoul</b>	Level 14 Controller
Medium shadow humanoid	XP 1,000
<b>Initiative</b> +10 <b>Senses</b> Perception +8; low-light vision	
<b>HP</b> 138; <b>Bloodied</b> 69	
<b>AC</b> 26; <b>Fortitude</b> 25, <b>Reflex</b> 28, <b>Will</b> 28	
<b>Speed</b> 7	
m <b>Corrupting Blackfire</b> (standard; at-will) • <b>Fire, Necrotic</b>	
+19 vs. AC; 1d10 + 6 fire and necrotic damage, and the target is shrouded in gloom (save ends).	
r <b>Shadowbolt</b> (standard; at-will) • <b>Necrotic</b>	
Ranged 10; +18 vs. Reflex; 3d6 + 6 necrotic damage, and the target is shrouded in gloom (save ends).	
R <b>Corrupt Soul</b> (standard; at-will) • <b>Charm</b>	
Ranged 10; targets a creature shrouded in gloom; +18 vs. Will; the target is dominated (save ends).	
B <b>Shadowburst</b> (standard; recharge 6) • <b>Necrotic</b>	
Area burst 3 within 10; targets enemies; +16 vs. Reflex; 1d10 + 6 necrotic damage, and the target is shrouded in gloom (save ends). Miss: Half damage.	
<b>Shadow Jaunt</b> (move; encounter) • <b>Teleportation</b>	
The shadar-kai blacksoul teleports 3 squares and becomes insubstantial until the start of its next turn.	
<b>Shrouded in Gloom</b>	
While shrouded in gloom, a creature takes a -2 penalty to attack rolls and gains only half the benefit of healing effects..	
<b>Alignment</b> Unaligned	<b>Languages</b> Common
<b>Skills</b> Arcana +19, Stealth +15	
<b>Str</b> 12 (+8)	<b>Dex</b> 16 (+10)
<b>Con</b> 18 (+11)	<b>Int</b> 24 (+14)
	<b>Cha</b> 20 (+12)
<b>Equipment</b> leather armor	

<b>Human Smuggler Lieutenant</b>	Level 10 Soldier (leader)
Medium natural humanoid	XP 500
<b>Initiative</b> +10 <b>Senses</b> Perception +12	
<b>HP</b> 104; <b>Bloodied</b> 52	
<b>AC</b> 26; <b>Fortitude</b> 22, <b>Reflex</b> 22, <b>Will</b> 22	
<b>Speed</b> 7	
m <b>Cutlass</b> (standard; at-will) □ <b>Weapon</b>	
+16 vs. AC; 2d6 + 6 damage, and the target is slowed (save ends).	
B <b>Call to Arms</b> (when first bloodied; encounter)	
Close burst 10; targets allies; the target makes a melee basic attack or shifts 3 squares as a free action.	
B <b>Vicious Mockery</b> (minor; recharge 6)	
Close burst 5; targets one enemy; the target provokes an opportunity attack from each enemy that is adjacent to it.	
<b>Rigging Monkey</b> (minor; encounter)	
The human pirate captain gains a climb speed of 7 until the end of its next turn.	
<b>Scurvy Dog s Flank</b>	
A human pirate captain gains a +1 bonus to attack rolls against an enemy it is flanking, and its attacks deal 2d6 extra damage to that creature.	
<b>Alignment</b> Unaligned	<b>Languages</b> Common
<b>Skills</b> Acrobatics +13, Athletics +13	
<b>Str</b> 16 (+8)	<b>Dex</b> 16 (+8)
<b>Con</b> 16 (+8)	<b>Int</b> 13 (+6)
	<b>Cha</b> 16 (+8)
<b>Equipment</b> cutlass (shortsword)	

<b>Half-orc Smuggler Bonebreaker</b>	[Level 10 Brute]
Medium natural humanoid	XP 500
<b>Initiative</b> +8 <b>Senses</b> Perception +5; low-light vision	
<b>HP</b> 126; <b>Bloodied</b> 63; see also <i>wounded retaliation</i>	
<b>AC</b> 23; <b>Fortitude</b> 25, <b>Reflex</b> 23, <b>Will</b> 20	
<b>Speed</b> 6 (8 when charging)	
m <b>Greataxe</b> (standard; at-will) □ <b>Weapon</b>	
+13 vs. AC; 1d12 + 9 (crit 1d12 +21) damage.	
M <b>Wounded Retaliation</b> (immediate reaction, when first bloodied; encounter)	
The half-orc smuggler bonebreaker makes a greataxe attack.	
M <b>Bloodfury Attack</b> (standard; usable only while bloodied; encounter) □ <b>Healing, Weapon</b>	
+13 vs. AC; 2d12 + 3 damage, and the half-orc scarthane regains 10 hit points.	
<b>Blood for Blood</b> □ <b>Healing</b>	
When the half-orc scarthane hits a bloodied target, the attack deals 1d6 extra damage, and the scarthane regains 5 hit points.	
<b>Furious Assault</b> (free, when the half-orc scarthane damages an enemy; encounter)	
The scarthane's attack deals 1d10 extra damage.	
<b>Alignment</b> Unaligned	<b>Languages</b> Common, Giant
<b>Skills</b> Athletics +13, Endurance +11, Intimidate +7	
<b>Str</b> 21 (+10)	<b>Dex</b> 17 (+8)
<b>Con</b> 16 (+8)	<b>Int</b> 10 (+5)
	<b>Cha</b> 8 (+4)
<b>Equipment</b> greataxe	

<b>Human Smuggler Bravo</b>	[Level 10 Minion]
Medium natural humanoid	XP125
<b>Initiative</b> +4 <b>Senses</b> Perception +5	
<b>HP</b> 1; a missed attack never damages a minion.	
<b>AC</b> 22; <b>Fortitude</b> 20, <b>Reflex</b> 17, <b>Will</b> 18	
<b>Speed</b> 6	
m <b>Club</b> (standard; at-will) □ <b>Weapon</b>	
+14 vs. AC; 6 damage.	
<b>Mob Rule</b>	
A human smuggler bravo gains a +2 power bonus to all defenses while at least two other human smuggler bravos are within 5 squares of it.	
<b>Alignment</b> Any	<b>Languages</b> Common
<b>Skills</b> Stealth +5, Thievery +5	
<b>Str</b> 16 (+8)	<b>Dex</b> 11 (+5)
<b>Con</b> 14 (+7)	<b>Int</b> 10 (+5)
	<b>Cha</b> 13 (+6)
<b>Equipment</b> leather armor, club	

# Encounter 1: The Streets are Bleeding

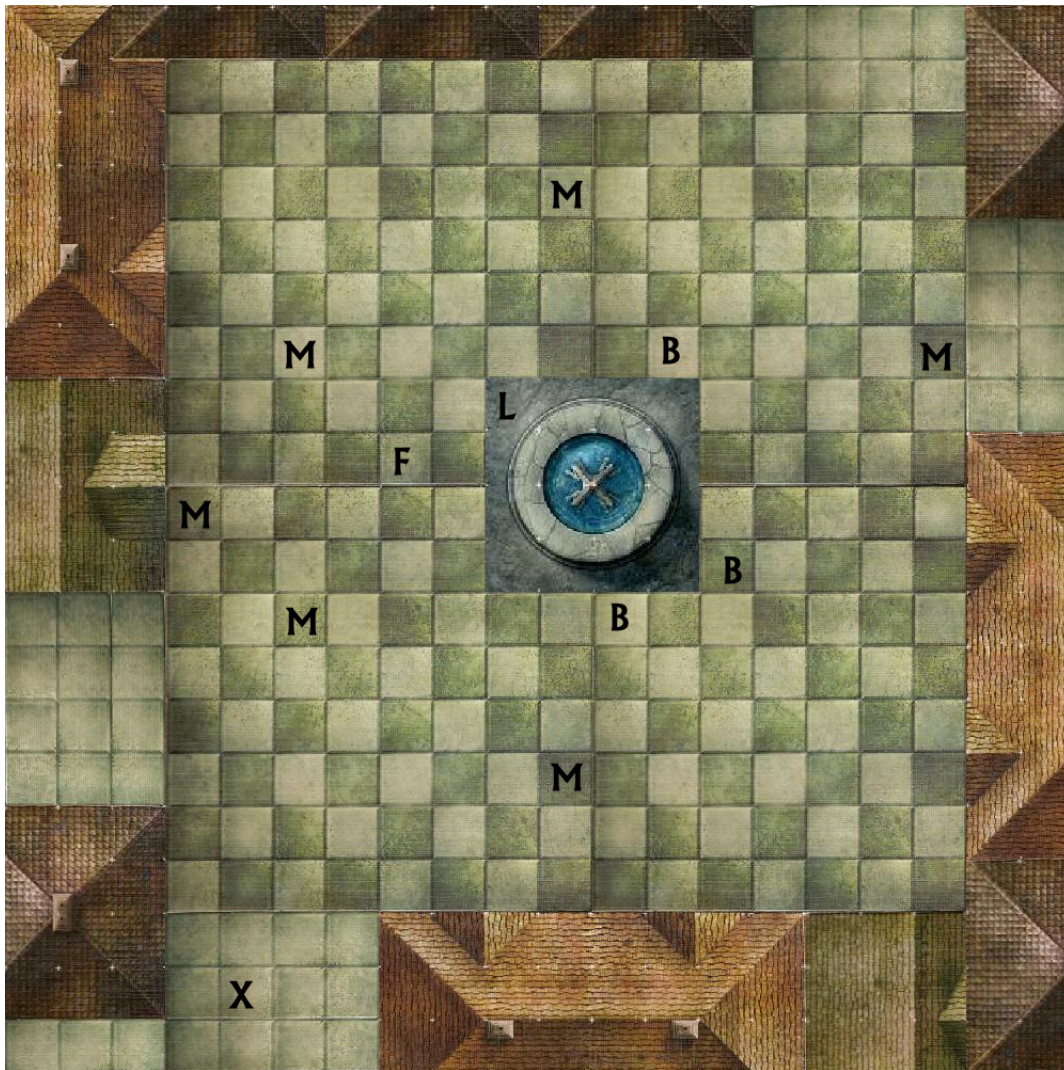
## Tile Sets Needed

*Dungeon Tiles* x1 (1 4x4 fountain)

*Fane of the Forgotten Gods* x2 (4 8x8 floors, 4 2x4 floor)

*Hidden Crypts* x1 (1 2x4 floor)

*Streets of Shadow* x4 (3 4x8 houses, 8 4x4 houses)



**X – Party starts here**



# Encounter 2b: The Lay of the Land

## Setup

### Important NPCs:

Master Fan-Ji, Shou human (Bluff +15, Diplomacy +15, Insight +12)

Master Fan-Ji awaits the arrival of the adventurers and after explaining the situation to the group, outlines their proposed course of action. He promises their deeds help the greater good, and that the mercenary among them will see proper compensation.

*The House of the Golden Cup is far more than a simple teahouse. Entering this classic Shou structure, you pass several halls on your way to a staircase. In one room, men cheer as a fist-sized beetle and a blue-black scorpion battle atop a post. In another, a man shakes a cup overhead, while those kneeling about the table make their bets with the ivory tiles before them. In the last room, a small crowd watches two bare-chested Shou men play a game of stones to the mournful song of a plucked harp, their bare swords leaning nearby.*

*The silk-robed Shou maiden leading you silently shuffles forward, enigmatically smiling back at you. Giving a half bow, she indicates you should follow. The stylized cosmetics accentuate her mouth and eyes. She pulls open a sliding wooden door and gestures to the low table inside. After you enter, she bows and closes the paper door behind you.*

*After a few moments, Master Fan-Ji enters through another panel. His fingernails are long and gilded, he wears a number of rings, and his hair is hidden beneath a round embroidered cap. He gives you a generous bow and then kneels.*

*"It is quite gracious of you to consider our request for aid. We greatly appreciate the speed with which you responded and sincerely hope you will be successful in this endeavor." He smiles, "Allow me to explain the situation."*

Master Fan-Ji explains:

- The Fire Knives have blamed the murder of one of their number, named Tilver, on a smuggler named Palik. They intend to use this murder to start a gang war, attacking the smugglers all over Westgate in an attempt to capture Palik.
- The Fire Knives truly want to seize control of all drug trafficking involving this new drug, and believe a gang war will enable this. Finding

and extracting revenge against Palik is just an excuse.

- Another group is behind the smugglers, if the Fire Knives take over trafficking the drug, the Nine Golden Swords and the Watch will be unable to learn more about the forces behind the drug or their intentions.
- While the Watch and the Nine Golden Swords are often at odds, neither group wants to see the smuggler power base secured. They have agreed to work together in this endeavor.
- The smuggler is innocent, the Nine Golden Swords know this, but they do not care. The gang war will have an immense impact on the common people of Westgate, an unacceptable impact.
- Palik must be captured and brought to the House of the Golden Cup before dawn, so that he may be handed over to the Fire Knives at a conference tomorrow at noon. Once the gangsters have him, they will not be able to prosecute their war, diffusing the situation for now.
- Palik must be brought back alive. His death will simply allow the Fire Knives to blame the whole Smuggler organization. His living transfer will ensure that there is no remaining vendetta.
- If successful, the adventurers will be well compensated. Those who push for an exact amount are told, "over one thousand pieces of gold."
- Palik is often found in the Port district of the city, looking amongst the warehouses and seedy bars that cater to porters and longshoremen.

## Ending the Encounter

With their mission and deadline established, any perfunctory questions answered, the adventurers are released to search for Palik.

### Experience Points

The PCs do not earn any XP for this encounter, and it does not count towards a milestone.

### Treasure

No treasure is found in this encounter.

# Encounter 2b: The Way of the World

## Setup

### Important NPCs:

Glasseye, Westgate human (+15 Bluff, +12 Insight, +15 Intimidate)

Glasseye is a Fire Knife lieutenant who knows the score. He ordered the killing of Tilver and the framing of Palik after realizing the scope of the situation and meeting with his superiors. He avoids the question of who killed Tilver, or blatantly pins the murder on Palik. Continuing, he explains that the smugglers will pay for this, and the price is going to be their drug business in Westgate. Now he wants Palik in hand, so that there's no question how this is going down—and the characters are going to do it.

***Departing the brawl, you quickly make your way to the “Scuttled Cog,” a pub owned by your contact in the Fire Knives, a human called “Glasseye.” A well-kept and solid structure, half of the building stretches out over the water on a long pier. A number of small vessels appear moored at its far end.***

***Entering the restaurant, you are quickly taken to a private room with a large and well-set dining table. The floor creaks slightly with the weight of your group. After a few minutes, the older Fire Knife known as Glasseye enters, indicating you should sit. His manner is crisp and professional, in stark contrast to his rough, weathered face. Glasseye’s mouth seems pressed in sinister scowl, a purplish scar cuts across the bridge of his nose.***

***“I’m glad you could come. Let me explain what we need.”***

Over a pleasant meal, Glasseye explains:

- Palik is a smuggler who’s been dealing drugs in Westgate without permission. He killed the Fire Knife, Tilver. Now he and his organization need to pay. They need to know that no one does that to the Fire Knives and gets away with it.
- He needs Palik captured and brought to him at the Scuttled Cog before noon tomorrow. He need not be alive, but he needs to be whole.
- There need to be no witnesses to Palik’s capture.
- Tensions between the Fire Knives and the Smugglers have escalated recently—the characters’ battle on the way here doesn’t surprise him. In fact, he expects such

skirmishes to become much more commonplace.

- It doesn’t matter if Palik killed Tilver, he’s been pinned for it and the Fire Knives want him. He’s a drug dealer, smuggler and cutthroat. Having him off the streets helps everyone.
- The group will be compensated handsomely, at least 1000gp each. Anything they pick up along the way is theirs. They have the blessing of the Fire Knives for this action.
- The Fire Knives requested the adventurers because they’re relatively unknown to this business and they’ll likely be headed out of town before long—that’s just the sort of operators needed in this case.
- Palik is often found in the Port district of the city, looking amongst the warehouses and seedy bars that cater to porters and longshoremen.

## Ending the Encounter

With their mission and deadline established, any perfunctory questions answered, the adventurers are released to search for Palik.

### Experience Points

The PCs do not earn any XP for this encounter, and it does not count towards a milestone.

### Treasure

No treasure is found in this encounter.

## Skill Challenge Encounter 3: Hitting the Bricks

Skill Challenge Level 10/12,  
Complexity 3 (300/420 XP)

### Setup

The characters are now unleashed on the streets of Westgate, hunting for the scapegoat, Palik. As prompted, they may begin their search in the Port district of the city, looking amongst the warehouses and seedy bars that cater to porters and longshoremen. Where they start is less important, however. Eventually, they will find their way to the Smuggler Warehouse where Palik hides.

*Departing the meeting, you head out into the sultry markets of Westgate with newfound purpose. The echoing sound of porters, merchants, and busy people greets your ears. One thing is certain—this smuggler's not just going to surrender himself. Fortunately, a few of Palik's haunts are nearby and there's plenty of time before the conference.*

Feel free to volunteer to the players through Glasseye, Master Fan-Ji or one of their nameless lieutenants, that Palik was known to frequent the Market, the Shrine of Tymora, and Shipbuilder's Fountain.

### Skill Challenge: Eyes on the Ground

**Goal:** The characters seek out the smuggler in the alleys and warehouses of Westgate, perhaps learning more about the circumstances surrounding the Fire Knife Tilver's death.

**Complexity:** 3 (8 successes before 3 failures)

**Primary Skills:** Bluff, Diplomacy, History, Intimidate, Streetwise

**Other Skills:** Athletics, Endurance, Perception, Stealth, Thievery.

Possible Scenes:

Scene A: The Gorgon's Kiss, a local tavern.

Scene B: The Full Harvest Inn Common Room

Scene C: The Saddlehorn Alley Gang

Scene D: The Dockside Market

Scene E: The Shipbuilder's Fountain Plaza

Scene F: The Steps to the Shrine to Tymora

Scene G: The District Watch Station

**Special:** Those who donated healing surges to save a dying combatant in Encounter 1 gain a +1 to all checks in this Skill Challenge per healing surge spent.

**Victory:** The characters surprise Palik in the warehouse.

**Defeat:** Palik is ready for the characters at his hideout.

Scene A: The Gorgon's Kiss, a local tavern

**Skills:** Bluff, Diplomacy, Intimidate, Streetwise  
**DC 21/23** (2 success, 2 maximum)

You check with the bartender, asking him if Palik is about or has been to the bar recently.

**1<sup>st</sup> Success:** "Looking for that guy? Your friends were, too. If you find him here, I ain't looking for any trouble. They didn't have a kind sort of look in their eye, if you know what I mean. A lot of guys seem to be looking for that guy."

**"What friends?"** "The other Fire Knives."

(This barkeep doesn't ask the characters' affiliation, he simply assumes these well-armed and armored people asking questions are Fire Knives. Life is easier for him if he asks fewer questions.)

**2<sup>nd</sup> Success:** "I sent that girl over to 'im like they told me to. I did everything like they said—kept him drinking until she got here and then the two of 'em left together."

**"What girl?"** "Isabella, she works over at the Full Harvest Inn. Sometimes hangs out here."

**Failure:** Permit an immediate Perception check (**DC 16/18**); Success indicates that the party member has noticed a suspicious-looking patron depart the area. Any one character may make a secondary check with assistance:

**Skills:** Athletics, Endurance, Stealth, Thievery.  
**DC 21/23**

**Success:** You intercept a snitch thinking to make a quick bit of coin and change their mind. Negate a failure in this scene.

Scene B: The Full Harvest Inn Common Room

**Skills:** Bluff, Diplomacy, Intimidate, Streetwise  
**DC 21/23** (2 success, 2 maximum)

You check with Isabella, the serving girl who works at the Inn where Palik regularly stays.

**1<sup>st</sup> Success:** "I was supos'ta meet him at the tavern, chat him up, and bring him over to Saddlehorn Alley. That was it. That was the deal."

**"Which tavern?"** "The Gorgon's Kiss."

**2<sup>nd</sup> Success:** "Look, when the Fire Knives came out of the doorways, I left. Somebody came by with my coin later."

**“Did you see what happened?”** “No, the place was crawling with street urchins looking to make a name with the Knives. I’m sure one of them would boast about it for nothing.”

**Failure:** Permit an immediate Perception check (DC 16/18); Success indicates that the party member has noticed a suspicious-looking patron depart the area. Any one character may make a secondary check with assistance:

**Skills:** Athletics, Endurance, Stealth, Thievery.  
**DC 21/23**

**Success:** You intercept a snitch thinking to make a quick bit of coin and change their mind. Negate a failure in this scene.

### Scene C: The Saddlehorn Alley Gang

**Skills:** Bluff, Diplomacy, Intimidate, Streetwise  
**DC 21/23** (2 success, 2 maximum, failure contributes to overall challenge victory)

You question the pack of street kids who hang out in the Saddlehorn Alley, an area near Palik’s known hangouts. Hopefully one of them saw something worthwhile.

**1<sup>st</sup> Success:** “Yeah, we watched while the Fire Knives roughed up that guy. Didn’t take nuthin’ afterwards. They did, though. Took his dagger, nice silver handled piece, and his boot. Then they did sumthin’ to the boot and threw it back at him. Fell over, he was so drunk, trying to put it back on. Told him to stand up, and then they punched him out.”

**“Why didn’t you take anything?”** “That was the deal, and if you want to keep doing deals with the Fire Knives, you stick to the deal. We just stood lookout and made sure everything went down ok without anyone interrupting things.

**2<sup>nd</sup> Success:** “They gave us some money and told us to go dump him someplace—the Shrine to Tymora, the Dockside Market, maybe the Shipbuilder’s Fountain.”

**“Did he get there?”** “No, he woke up along the way and took off, but he hangs out in those places anyway, so I wouldn’t have been surprised if that’s where he ended up on his own.”

**Failure:** Permit an immediate Perception check (DC 16/18); Success indicates that the party member has noticed a suspicious-looking patron depart the area. Any one character may make a secondary check without assistance:

**Skills:** Athletics, Endurance, Stealth, Thievery.

### DC 21/23

**Success:** You intercept a snitch thinking to make a quick bit of coin and change their mind. Negate a failure in this scene.

### Scene D: The Dockside Market

**Skills:** Bluff, Diplomacy, History, Streetwise  
**DC 21/23** (2 success, 2 maximum, failure contributes to overall challenge victory)

You check the vendors around the Market where Palik loiters.

**1<sup>st</sup> Success:** “By the soul of my brother’s son, I have not seen him in a few days, effendi. Not since he had that scuffle with the Fire Knife. It is perhaps a wise decision that he now hides. The Fire Knives hold grudges.

**“What do you mean”** “No one crosses the Fire Knives or takes from their business and lives. You provide them their cut of your profits, or they will cut you!”

**2<sup>nd</sup> Success:** “You will usually find him here, the fountain or near the Shrine to Tymora.”

**“What did he do in those places?”** “Nothing honest, I swear by my eyes. I have only ever seen him take coin for small paper packets. He is thug and a criminal. You do not want to see this man, effendi.”

### Scene E: Shipbuilder’s Fountain Plaza

**Skills:** Bluff, Diplomacy, Intimidate, Streetwise  
**DC 21/23** (2 success, 2 maximum, failure does not contribute to overall challenge victory)

You go to the plaza, asking a few of the buskers there if they know Palik and where he might be.

**1<sup>st</sup> Success:** “I’ve seen him before, here or the Shrine to Tymora. He always chased me off; that’s why I told those Fire Knives where to find him when they asked if I’d seen him. He’ll get what he deserves.”

**“Why’d he chase you off?”** “He wanted the good spots to lounge about in the sun, make it obvious he was around for business and that this was his territory.”

**2<sup>nd</sup> Success:** “I saw him going into the Gorgon’s Kiss tavern. He likes to flirt with a girl from the Full Harvest Inn who sometimes hangs out there. I tried to hit on her once and he broke my nose.”



**“Is that where he lives?”** I don’t know where he lives, I know he makes it tough on us here. Frankly, I’m glad he’s been gone a few days. Tips are up. Hey, you know...I could have been performing while I was talking with you...”

#### Scene F: The Steps of the Shrine to Tymora

**Skills:** Bluff, Diplomacy, Insight, Streetwise  
Intimidate results in no information and an automatic +3 to the DC of all future checks in this scene.  
**DC 21/23** (2 success, 2 maximum, failure contributes to overall challenge victory)

**Insight** DC 21/23: Does not contribute to challenge failure, but you learn that intimidation will result in only making the situation more difficult.

You talk to the monks who tend the shrine, asking if they know Palik and where he might be.

**1<sup>st</sup> Success:** “His path is shadowed but he has not been here since the day Tilver was pulled from the water. Although, just beforehand, he’d asked about becoming a monk.”

**“Did he say anything else?”** “He said his luck was lousy and he’d been framed. Oh, and that he needed a drink.”

**2<sup>nd</sup> Success:** “He often joked that he needed luck to catch the eye of a girl who worked at the inn where he lived. He might be hiding there.”

**“What was the name of the inn?”** “The Full Harvest. Please tell me how it works out. I am curious to see if he truly had Tymora’s blessing.”

#### Scene G: The District Watch Station

**Skills:** Diplomacy, Insight, Streetwise  
Intimidate results in no information and an automatic +3 to the DC of all future checks in this scene.  
**DC 21/23** (2 success, 2 maximum, failure contributes to overall challenge victory)

**Insight** DC 21/23: Does not contribute to challenge failure, but you learn that intimidation will result in only making the situation more difficult.

You talk to the guardsmen who operate out of this station, asking if they know Palik and where he might be. If pressed, they bring in Sgt. Featherby to explain matters from the 2<sup>nd</sup> Success.

**1<sup>st</sup> Success:** “We’ve seen him, but haven’t caught him doing anything—yet. If you want to find him, check the

Dockside Market, the Shipbuilder’s Fountain or the Shrine to Tymora.”

**2<sup>nd</sup> Success:** “Look, we’re not supposed to talk about this, but the word is that Watch leaves this guy alone for the next few days. We got orders not to get involved if it involves him. Everything is supposed to work out better that way. What do I know, I’m just the Watch.”

**“What if we bring him to you?”** “Palik’s not wanted for anything, so technically, you’d be kidnapping him. I suggest you don’t do that.”

## Ending the Encounter

**Success:** With the last success, an old man approaches the characters. He explains that he knows of their search and tells them the way to Palik’s safehouse in the Warehouse district—he is the uncle of an overdosed addict and is too old to fear any retribution. They may proceed there and catch him unawares.

**Failure:** A mysterious figure approaches the characters. He explains that some of the people in the area believe their cause deserves assistance. The man is really just a messenger hired by proxy and knows nothing more than where to find Palik. The adventurers are told the way to Palik’s safehouse in the Warehouse district. They may proceed there and find him waiting with a hostile reception. The Smugglers are hoping to eliminate this attempted capture by drawing the hunters into a trap.

### Experience Points

The characters receive 300/420 experience points for successfully completing the skill challenge.

### Treasure

There is no treasure for this encounter.

# Combat Encounter 4: To Catch a Killer

Encounter Level 12/14 (700/1000 XP)

## Setup

The adventurers arrive at Palik's warehouse hideout to find the forces of an opposing faction already there and ready:

### If the Party aligns with the Nine Golden Swords

#### Low Tier

2 phoelarch warriors (F)  
1 Lesser Maw of Acamar (level 14 Maw of Acamar) (L)  
1 human Fire Knife Slavemaster (level 11 human Slaver) (B)  
1 human Fire Knife Marksman (level 11 human Dire Beast Hunter) (M)

#### High Tier

3 phoelarch warriors (F)  
1 maw of acamar (L)  
3 dark stalkers (B)  
2 human Fire Knife marksman (Level 11 human Dire Beast Hunter) (M)

### If the Party aligns with the Fire Knives

#### Low Tier

1 oni lesser overlord (level 12 Oni Overlord) (L)  
1 oni nightshade (level 10 Oni Nighthunter) (M)  
1 human shou Goldenviper adept (level 11 human slaver) (F)  
1 human shou Rooftop Bolter (level 11 human Dire Beast Hunter) (B)

#### High Tier

1 oni overlord (L)  
1 oni dreamstalker (level 11 Oni Night Haunt) (M)  
3 human shou Deadeye Bolters (level 11 Human Dire Beast Hunter) (B)  
1 human shou Goldensword Adept (level 11 human slaver) (F)

### If the Party Failed Encounter #3: Smugglers

#### Low Tier

1 shadar-kai lesser painbearer (level 14 shadar-kai painbearer) (F)  
1 shadar-kai lesser dawnkiller (level 13 shadar-kai dawnkiller) (M)  
1 Human Grimcurse Smuggler (Level 11 Human Hexer) (L)

1 human Smuggler Slavemaster (level 11 human Slaver) (B)  
1 human Smuggler Marksman (level 11 human Dire Beast Hunter) (M)

#### High Tier

1 shadar-kai painbearer (F)  
1 shadar-kai dawnkiller (M)  
2 human Grimcurse Smugglers (Level 10 human Hexer) (L)  
2 human Smuggler Widowmakers (Level 11 human Slavers) (B)

### IF THE PARTY SUCCESSFULLY COMPLETED ENCOUNTER 3

The characters arrive at Palik's safehouse just after their rivals from the other faction have begun to search for the smuggler. This forces Palik to hide until after the battle.

As the adventurers enter the area, read:

*You arrive at a nondescript warehouse that effortlessly blends in with the many other box-like buildings so common in this part of Westgate. The door to Palik's chosen bolthole hangs lazily on a single hinge, like a drunken sailor ready to spill out into the street. The force used to open the door scattered bits of wood across the ground like confetti. Here, close to the port district, the thick sea air easily carries the voices of those inside. A malicious, deep voice clearly calls out orders.*

*"He's hiding here, somewhere. Take it apart until we find him."*

As long as the party is not loud and careless, they gain a surprise round action against the enemies inside.

### IF THE PARTY FAILED ENCOUNTER 3

The characters arrive at Palik's safehouse just after his fellows have arrived to escort him from danger. When the trouble begins, Palik hides until after the battle.

As the adventurers enter the area, read:

*You arrive at a nondescript warehouse that effortlessly blends in with the many other box-like buildings so common in this part of Westgate. The door to Palik's chosen bolthole stands just cracked, the sliver of light from within stabbing out into the side street. Here, close to the port district, the thick sea air easily carries the voices of those inside. A malicious, deep voice speaks clearly and with authority.*

*"Fool, you have no idea of the forces moving against you. Quickly, get your things so we can depart."*

These smugglers are on the alert, and cannot be surprised.

## Features of the Area

**Illumination:** This area is lit by bright light.

**Crated Trouble:** Forced movement—slides, pushes, and pulls can make opponents move through the stacks of crates. Moving through an active crate square triggers an attack (d6 to determine which):

**(1-4) Stack of Crates:** Area Burst 1; +15 vs. Reflex; 1d10 + 5 (critical: target is knocked prone.)

**Effect:** Area becomes difficult terrain. Areas of difficult terrain do not trigger Crated Trouble attack.

**(5-6) A Burst of Discomfort:** Area Burst 1; +15 vs. Fortitude; 1d8 + 5 and target is blinded until end of their next turn (critical: target is dazed.)

**Effect:** Area becomes difficult terrain. Areas of difficult terrain do not trigger Crated Trouble attack.

## Tactics

These enemies do not run away or surrender. They have been ordered to capture or escort Palik and the threat of punishment at the hands of their superiors outweighs any threat the characters might make. If questioned, they were to take Palik to an apartment building and await the signal on the roof.

Phoelarchs who become phoera depart the area.

## Scaling the Encounter

Make the following adjustments to the combat based on the number of PCs present.

**Four PCs:** At low tier, depending on the adventurers' affiliation, remove a phoelarch warrior, an oni Nightshade, or a smuggler slavemaster. At high tier, depending on the adventurers' affiliation, remove

a phoelarch warrior, a Deadeye Bolter, or a smuggler Widowmaker.

**Six PCs:** At low tier, depending on the adventurers' affiliation, add a phoelarch warrior, an oni lesser overlord, or a shadar-kai lesser dawnkiller. At high tier, depending on the adventurers' affiliation, add a Maw of Acamar, an Oni Overlord, or a Shadar-kai Dawnkiller.

## Ending the Encounter

With the enemy defeated, a cursory search reveals Palik hiding in a crate in the office. He pulls the trigger to a crossbow as they open the crate, but the weapon misfires, splitting the bolt and startling Palik. He begs for mercy and offers to bribe the party, suggesting the wealth of drugs available, positions within the smuggler organization, or the power in their nascent faction. His patrons will not forget their generosity and he swears to depart town immediately.

If they choose to do so, then their objective shifts. They must now escort Palik to the docks and a ship called "Margaret's Dream." Once there, he will board it and depart. The adventurers are given a secondary mission to acquire their reward. They must advocate for the Fire Knives to pursue their vendetta and attempt to draw the Nine Golden Swords into the conflict at the summit tomorrow. They will be presented the opportunity to make their case and shouldn't worry—the situation will become obvious when it is time. Proceed to Encounter 5.

## Experience Points

The characters receive 700/1000 experience points for successfully defeating the enemy.

## Treasure

Quickly scanning the fallen or captive foes yields a *mantle of regret* +3.

# Encounter 4: To Catch a Killer (Low Level)

## Aligned with the Nine Golden Swords

<b>Phoelarch Warrior</b>	<b>Level 12 Skirmisher</b>
Medium natural humanoid (fire)	XP 350
<b>Initiative</b> +14 <b>Senses</b> Perception +8	
<b>Phoenix Heat (Fire)</b> aura 1; each creature that enters the aura or starts its turn there takes 5 fire damage.	
<b>HP</b> 114; <b>Bloodied</b> 57; see also <i>rise from the ashes</i>	
<b>AC</b> 26; <b>Fortitude</b> 23, <b>Reflex</b> 25, <b>Will</b> 25	
<b>Resist</b> 10 fire; <b>Vulnerable</b> 5 cold	
<b>Speed</b> 7	
m <b>Burning Falchion</b> (standard; at-will) ☐ <b>Fire, Weapon</b>	
+17 vs. AC; 2d4 + 6 fire damage (crit 4d4 +14 fire damage).	
<b>B Rise from the Ashes</b> (when the phoelarch warrior drops to 0 hit points) ☐ <b>Fire, Zone</b>	
Close burst 2; +13 vs. Reflex; 3d8 + 5 fire damage. Effect: The burst creates a zone of fire that lasts until the end of the encounter. Each creature that enters the zone or starts its turn there takes 5 fire damage. In addition, when the phoelarch warrior's next turn would occur, a phoera appears within the zone.	
<b>Burning Step</b> ☐ <b>Fire</b>	
Any creature that hits the phoelarch warrior with an opportunity attack takes 3d6 fire damage.	
<b>Alignment</b> Unaligned <b>Languages</b> Common, Primordial	
<b>Skills</b> Acrobatics +17, Athletics +12	
<b>Str</b> 13 (+7) <b>Dex</b> 23 (+12) <b>Wis</b> 14 (+8)	
<b>Con</b> 10 (+6) <b>Int</b> 10 (+6) <b>Cha</b> 18 (+10)	
<b>Equipment</b> falchion	

<b>Lesser Maw of Acamar</b>	<b>Level 14 Controller</b>
Large aberrant humanoid	XP 1,000
<b>Initiative</b> +9 <b>Senses</b> Perception +11; darkvision	
<b>Hungry Star</b> aura 5; each creature within the aura must spend 3 extra squares of movement for each square it moves farther away from the maw of Acamar.	
<b>HP</b> 137; <b>Bloodied</b> 68	
<b>AC</b> 28; <b>Fortitude</b> 26, <b>Reflex</b> 25, <b>Will</b> 26	
<b>Speed</b> 6	
m <b>Devouring Touch</b> (standard; at-will)	
Reach 2; +14 vs. Reflex; the target takes ongoing 15 damage (save ends).	
<b>B Corpse Star's Grip</b> (minor; at-will)	
Close burst 5; +18 vs. Fortitude; the maw of Acamar pulls the target 3 squares.	
<b>B Devouring Star</b> (standard; at-will)	
Close burst 3; +18 vs. Fortitude; the target takes ongoing 10 damage (save ends).	
<b>Destroyer of Life</b>	
When an enemy adjacent to the maw of Acamar succeeds on a saving throw against ongoing damage, the ongoing damage is reduced by 5 instead of ending.	
<b>Life Devourer</b>	
The reach of devouring touch and the burst areas of corpse star's grip and devouring star increase by 2 until the end of the maw's next turn..	
<b>Alignment</b> Chaotic Evil <b>Languages</b> telepathy 10	
<b>Str</b> 20 (+12) <b>Dex</b> 15 (+9) <b>Wis</b> 19 (+11)	
<b>Con</b> 17 (+10) <b>Int</b> 11 (+7) <b>Cha</b> 16 (+10)	

<b>Human Fire Knife Slavemaster</b>	<b>[Level 11 Brute]</b>
Medium natural humanoid	XP 600
<b>Initiative</b> +7 <b>Senses</b> Perception +4	
<b>HP</b> 132; <b>Bloodied</b> 66	
<b>AC</b> 23; <b>Fortitude</b> 23, <b>Reflex</b> 23, <b>Will</b> 22	
<b>Speed</b> 6	
m <b>Thump and Lash</b> (standard; at-will) • <b>Weapon</b>	
+14 vs. AC; 2d8 + 7 damage, and the target takes a -2 penalty to melee attack rolls until the end of its next turn.	
M <b>Slaver's Tangle</b> (standard; requires a scourge; recharge 4 5 6) • <b>Weapon</b>	
+14 vs. AC; 2d8 + 7 damage, and the target is immobilized and takes a -2 penalty to melee attack rolls until the end of its next turn.	
<b>Alignment</b> Evil <b>Languages</b> Common	
<b>Skills</b> Intimidate +11	
<b>Str</b> 17 (+7) <b>Dex</b> 16 (+7) <b>Wis</b> 10 (+4)	
<b>Con</b> 12 (+5) <b>Int</b> 10 (+4) <b>Cha</b> 14 (+6)	
<b>Equipment</b> leather armor, mace, scourge (whip)	

<b>Fire Knife Marksman</b>	<b>[Level 11 Artillery]</b>
Medium natural Humanoid	XP 600
<b>Initiative</b> +9 <b>Senses</b> Perception +13	
<b>HP</b> 88; <b>Bloodied</b> 44	
<b>AC</b> 24; <b>Fortitude</b> 23, <b>Reflex</b> 24, <b>Will</b> 23	
<b>Speed</b> 6	
m <b>Spear</b> (standard; at-will) ☐ <b>Weapon</b>	
+18 vs. AC; 2d8 + 6 damage.	
r <b>Poisoned Crossbow</b> (standard; at-will) • <b>Poison, Weapon</b>	
Ranged 1S/30; +18 vs. AC; 2d8 + 4 damage, and ongoing 5 poison damage (save ends).	
R <b>Trapping Net</b> (standard; requires a net; encounter)	
Ranged 3; +18 vs. Reflex; the target is restrained (save ends).	
<b>Alignment</b> Unaligned <b>Languages</b> Common	
<b>Skills</b> Acrobatics +14, Athletics +12, Endurance +13	
<b>Str</b> 14 (+7) <b>Dex</b> 19 (+9) <b>Wis</b> 17 (+8)	
<b>Con</b> 16 (+8) <b>Int</b> 16 (+8) <b>Cha</b> 11 (+5)	
<b>Equipment</b> crossbow with 40 poisoned bolts, spear, net	

## Aligned with the Fire Knives

Oni Lesser Overlord	[Level 12 Elite Brute]
Large natural humanoid	XP 1,400
<b>Initiative</b> +7 <b>Senses</b> Perception +8; darkvision	
<b>Threatening Leader (Psychic)</b> aura 5; each ally within the aura gains a +5 bonus to damage rolls and takes 5 psychic damage if it misses all targets with an attack	
<b>HP</b> 276; <b>Bloodied</b> 138	
<b>AC</b> 23; <b>Fortitude</b> 24, <b>Reflex</b> 23, <b>Will</b> 25	
Saving Throws +2	
<b>Speed</b> 7, fly 8 (clumsy)	
m <b>Greatclub</b> (standard; at-will) □ <b>Weapon</b>	
Reach 2; +14 vs. AC; 4d4 + 6 damage, and each creature adjacent to the target takes 5 damage.	
M <b>Overlord's Smash</b> (standard; at-will)	
The oni overlord makes a greatclub attack, shifts 1 square, and then makes a second greatclub attack against a different target.	
L <b>Overlord's Blast</b> (standard; recharges when first bloodied) •	
<b>Necrotic, Poison</b>	
Close blast 5; +15 vs. Fortitude; 5d6 + 5 necrotic and poison damage, and the target gains vulnerable 5 necrotic and vulnerable 5 poison until the end of the oni overlord's next turn.	
B <b>Crush the Will</b> (free, when the oni overlord damages an enemy; recharge 5 6) • <b>Fear</b>	
Close burst 5; targets enemies; +14 vs. Will; the target grants combat advantage to the overlord until the end of the overlord's next turn..	
<b>Violent Reward</b> (immediate reaction, when an ally within 10 squares of the oni overlord damages an enemy; at-will)	
The triggering ally gains 5 temporary hit points	
<b>Deceptive Veil (minor; at-will) • Illusion</b>	
The oni overlord can disguise itself to appear as any Medium or Large humanoid. A creature can see through the disguise with a successful Insight check versus the overlord's Bluff check.	
<b>Alignment</b> Evil <b>Languages</b> Common, Giant	
<b>Skills</b> Arcana +15, Insight +13, Intimidate +17	
<b>Str</b> 21 (+11) <b>Dex</b> 12 (+7) <b>Wis</b> 14 (+8)	
<b>Con</b> 18 (+10) <b>Int</b> 18 (+10) <b>Cha</b> 22 (+12)	
<b>Equipment</b> hide armor, greatclub	

Shou Rooftop Bolter	[Level 11 Artillery]
Medium natural Humanoid	XP 600
<b>Initiative</b> +9 <b>Senses</b> Perception +13	
<b>HP</b> 88; <b>Bloodied</b> 44	
<b>AC</b> 24; <b>Fortitude</b> 23, <b>Reflex</b> 24, <b>Will</b> 23	
<b>Speed</b> 6	
m <b>Spear</b> (standard; at-will) □ <b>Weapon</b>	
+18 vs. AC; 2d8 + 6 damage.	
r <b>Poisoned Crossbow</b> (standard; at-will) • <b>Poison, Weapon</b>	
Ranged 1S/30; +18 vs. AC; 2d8 + 4 damage, and ongoing 5 poison damage (save ends).	
R <b>Trapping Net</b> (standard; requires a net; encounter)	
Ranged 3; +18 vs. Reflex; the target is restrained (save ends).	
<b>Alignment</b> Unaligned <b>Languages</b> Common	
<b>Skills</b> Acrobatics +14, Athletics +12, Endurance +13	
<b>Str</b> 14 (+7) <b>Dex</b> 19 (+9) <b>Wis</b> 17 (+8)	
<b>Con</b> 16 (+8) <b>Int</b> 16 (+8) <b>Cha</b> 11 (+5)	
<b>Equipment</b> crossbow with 40 poisoned bolts, spear, net	

Oni Nightshade	[Level 10 Elite Controller]
Large natural humanoid	XP 1,000
<b>Initiative</b> +7 <b>Senses</b> Perception +5; darkvision	
<b>HP</b> 196; <b>Bloodied</b> 98	
<b>AC</b> 26; <b>Fortitude</b> 25, <b>Reflex</b> 23, <b>Will</b> 24	
Saving Throws +2	
<b>Speed</b> 8, fly 8 (clumsy)	
m <b>Morningstar</b> (standard; at-will) □ <b>Weapon</b>	
Reach 2; +15 vs. AC; 1d12 + 6 damage, and a Medium or smaller target is pushed 1 square.	
L <b>Hypnotic Breath</b> (standard; recharges when first bloodied) □	
<b>Charm, Sleep</b>	
Close blast 5; +13 vs. Will; the target is dazed (save ends). First Failed Save: The target falls unconscious (no save).	
M <b>Devour Soul</b> (standard; at-will) □ <b>Healing, Psychic</b>	
Affects an unconscious target only; +15 vs. AC; 2d10 + 5 psychic damage, and the oni night hunter regains 10 hit points. This attack does not wake the unconscious target.	
<b>Deceptive Veil (minor; at-will) □ Illusion</b>	
The oni night hunter can disguise itself to appear as an elderly Medium or Large humanoid. A successful Insight check (opposed by the oni's Bluff check) pierces the disguise.	
<b>Gaseous Form</b> (standard; sustain standard; encounter) □	
<b>Polymorph</b>	
The oni night hunter becomes insubstantial and gains a fly speed of 8 (hover). It can enter and move through a porous obstacle that would otherwise prevent movement (such as a door or a cracked window). It remains in this form as long as it sustains the power..	
<b>Alignment</b> Evil <b>Languages</b> Common, Giant	
<b>Skills</b> Bluff +13, Insight +10, Stealth +12, Thievery +10	
<b>Str</b> 20 (+9) <b>Dex</b> 16 (+7) <b>Wis</b> 12 (+5)	
<b>Con</b> 18 (+8) <b>Int</b> 12 (+5) <b>Cha</b> 18 (+8)	
<b>Equipment</b> morningstar	

Human Shou Goldenviper Adept	[Level 11 Brute]
Medium natural humanoid	XP 600
<b>Initiative</b> +7 <b>Senses</b> Perception +4	
<b>HP</b> 132; <b>Bloodied</b> 66	
<b>AC</b> 23; <b>Fortitude</b> 23, <b>Reflex</b> 23, <b>Will</b> 22	
<b>Speed</b> 6	
m <b>Thump and Lash</b> (standard; at-will) • <b>Weapon</b>	
+14 vs. AC; 2d8 + 7 damage, and the target takes a -2 penalty to melee attack rolls until the end of its next turn.	
M <b>Slaver's Tangle</b> (standard; requires a scourge; recharge 4 5 6) •	
<b>Weapon</b>	
+14 vs. AC; 2d8 + 7 damage, and the target is immobilized and takes a -2 penalty to melee attack rolls until the end of its next turn.	
<b>Alignment</b> Evil <b>Languages</b> Common	
<b>Skills</b> Intimidate +11	
<b>Str</b> 17 (+7) <b>Dex</b> 16 (+7) <b>Wis</b> 10 (+4)	
<b>Con</b> 12 (+5) <b>Int</b> 10 (+4) <b>Cha</b> 14 (+6)	
<b>Equipment</b> leather armor, mace, scourge (whip)	

## Smugglers Statblocks

<b>Shadar-kai lesser Painbearer</b>	[Level 14 Skirmisher (leader)]
Medium shadow humanoid	XP 1,000
<b>Initiative</b> +16 <b>Senses</b> Perception +11; low-light vision	
<b>Shadow weft</b> aura 5; each shadar-kai ally within the aura shifts 1 square as a free action after it hits with a melee attack.	
<b>HP</b> 136; <b>Bloodied</b> 68	
<b>AC</b> 28; <b>Fortitude</b> 26, <b>Reflex</b> 28, <b>Will</b> 26	
<b>Speed</b> 7	
m <b>Shadow Chain</b> (standard; at-will) ☐ <b>Weapon</b>	
Reach 2; +19 vs. AC; 2d8 + 6 damage, and the target is shrouded in gloom (save ends).	
M <b>Shadow Dance</b> (standard; recharge 5 6) • <b>Necrotic</b>	
The shadar-kai painbearer shifts 7 squares and makes three shadow chain attacks during the move, each against a different target. The painbearer's second and third attacks deal 2d6 extra necrotic damage for each prior attack that has hit. A creature that is shrouded in gloom and is hit by an attack is blinded (save ends)..	
<b>Shadow Boon</b> (immediate reaction, when an ally within 10 squares of the shadar-kai painbearer misses with an attack; encounter)	
The triggering ally rerolls the attack roll.	
<b>Shadowjaunt</b> (move; encounter) • <b>Teleportation</b>	
The shadar-kai painbearer teleports 3 squares and becomes insubstantial until the start of its next turn.	
<b>Shrouded in Gloom</b>	
While shrouded in gloom, a creature takes a -2 penalty to attack rolls and gains only half the benefit of healing effects.	
<b>Alignment</b> Unaligned	<b>Languages</b> Common
<b>Skills</b> Acrobatics +19, Stealth +19	
<b>Str</b> 20 (+12)	<b>Dex</b> 24 (+14)
<b>Con</b> 16 (+10)	<b>Int</b> 14 (+9)
	<b>Wis</b> 18 (+11)
	<b>Cha</b> 11 (+7)
<b>Equipment</b> leather armor, spiked chain	

<b>Shadar-kai lesser Dawnkiller</b>	[Level 13 Lurker]
Small natural humanoid	XP 800
<b>Initiative</b> +18 <b>Senses</b> Perception +16; low-light vision	
<b>HP</b> 100; <b>Bloodied</b> 50	
<b>AC</b> 27; <b>Fortitude</b> 25, <b>Reflex</b> 27, <b>Will</b> 24	
<b>Speed</b> 7	
m <b>Kukri</b> (standard; at-will) • <b>Weapon</b>	
+18 vs. AC; 2d6 + 6 damage, and the target is shrouded in gloom (save ends).	
M <b>Shade Strike</b> (standard; at-will) • <b>Necrotic</b>	
+18 vs. AC; targets an enemy shrouded in gloom; 2d8 + 6 necrotic damage, and the target is blinded (save ends)..	
<b>Shadowjaunt</b> (move; encounter) • <b>Teleportation</b>	
The shadar-kai painbearer teleports 3 squares and becomes insubstantial until the start of its next turn.	
<b>Shadows of the Raven Queen</b> • <b>Necrotic</b>	
The shadar-kai dawnkiller's melee attacks deal 2d6 extra necrotic damage against a target that cannot see the dawnkiller.	
<b>Shrouded in Gloom</b>	
While shrouded in gloom, a creature takes a -2 penalty to attack rolls and gains only half the benefit of healing effects.	
<b>Alignment</b> Unaligned	<b>Languages</b> Common
<b>Skills</b> Acrobatics +10, Stealth +19	
<b>Str</b> 20 (+12)	<b>Dex</b> 24 (+14)
<b>Con</b> 16 (+10)	<b>Int</b> 14 (+9)
	<b>Wis</b> 18 (+11)
	<b>Cha</b> 11 (+7)
<b>Equipment</b> leather armor, 2 kukris	

<b>Human Grimcourse Smuggler</b>	[Level 11 Controller]
Medium natural humanoid	XP 600
<b>Initiative</b> +5 <b>Senses</b> Perception +16	
<b>HP</b> 109; <b>Bloodied</b> 54	
<b>AC</b> 24; <b>Fortitude</b> 21, <b>Reflex</b> 22, <b>Will</b> 23	
<b>Speed</b> 6	
m <b>Staff</b> (standard; at-will) ☐ <b>Weapon</b>	
+16 vs. AC; 1d6 + 2 damage.	
R <b>Beast Curse</b> (standard; recharge 4 5 6) • <b>Polymorph</b>	
Ranged 10; targets a hexed enemy; +15 vs. Fortitude; until the end of the human hexer's next turn, the target becomes a Tiny animal. While in this form, the target cannot use powers.	
B <b>Hex</b> (minor; at-will) • <b>Charm, Implement</b>	
Close burst 10; targets enemies; +15 vs. Will; the target is hexed (save ends). While the target is hexed, it takes a -2 penalty to attack rolls and damage rolls against the human hexer.	
L <b>Capricious Earth</b> (standard; encounter) • <b>Charm, Implement</b>	
Area burst 3 within 10; targets hexed creatures; +15 vs. Will; 1d10 + 4 damage, and the human hexer slides the target 3 squares and the target is knocked prone.	
<b>Hex Jump</b> (move; encounter) • <b>Teleportation</b>	
The human hexer either teleports 5 squares or swaps positions with one hexed creature within 5 squares of it.	
<b>Alignment</b> Unaligned	<b>Languages</b> Common
<b>Skills</b> Arcana +12, Nature +13	
<b>Str</b> 10 (+5)	<b>Dex</b> 11 (+5)
<b>Con</b> 13 (+6)	<b>Int</b> 15 (+7)
	<b>Wis</b> 17(+8)
	<b>Cha</b> 14 (+7)
<b>Equipment</b> robes, staff	

<b>Human Smuggler Bloodletter</b>	[Level 11 Brute]
Medium natural humanoid	XP 600
<b>Initiative</b> +7 <b>Senses</b> Perception +4	
<b>HP</b> 132; <b>Bloodied</b> 66	
<b>AC</b> 23; <b>Fortitude</b> 23, <b>Reflex</b> 23, <b>Will</b> 22	
<b>Speed</b> 6	
m <b>Thump and Lash</b> (standard; at-will) • <b>Weapon</b>	
+14 vs. AC; 2d8 + 7 damage, and the target takes a -2 penalty to melee attack rolls until the end of its next turn.	
M <b>Slaver's Tangle</b> (standard; requires a scourge; recharge 4 5 6) • <b>Weapon</b>	
+14 vs. AC; 2d8 + 7 damage, and the target is immobilized and takes a -2 penalty to melee attack rolls until the end of its next turn.	
<b>Alignment</b> Evil	<b>Languages</b> Common
<b>Skills</b> Intimidate +11	
<b>Str</b> 17 (+7)	<b>Dex</b> 16 (+7)
<b>Con</b> 12 (+5)	<b>Int</b> 10 (+4)
	<b>Wis</b> 10 (+4)
	<b>Cha</b> 14 (+6)

<b>Smuggler Marksman</b>	[Level 11 Artillery]
Medium natural Humanoid	XP 600
<b>Initiative</b> +9 <b>Senses</b> Perception +13	
<b>HP</b> 88; <b>Bloodied</b> 44	
<b>AC</b> 24; <b>Fortitude</b> 23, <b>Reflex</b> 24, <b>Will</b> 23	
<b>Speed</b> 6	
m <b>Spear</b> (standard; at-will) ☐ <b>Weapon</b>	
+18 vs. AC; 2d8 + 6 damage.	
r <b>Poisoned Crossbow</b> (standard; at-will) • <b>Poison, Weapon</b>	
Ranged 1S/30; +18 vs. AC; 2d8 + 4 damage, and ongoing 5 poison damage (save ends).	
R <b>Trapping Net</b> (standard; requires a net; encounter)	
Ranged 3; +18 vs. Reflex; the target is restrained (save ends).	
<b>Alignment</b> Unaligned	<b>Languages</b> Common
<b>Skills</b> Acrobatics +14, Athletics +12, Endurance +13	
<b>Str</b> 14 (+7)	<b>Dex</b> 19 (+9)
<b>Con</b> 16 (+8)	<b>Int</b> 16 (+8)
	<b>Wis</b> 17 (+8)
	<b>Cha</b> 11 (+5)
<b>Equipment</b> crossbow with 40 poisoned bolts, spear, net	

# Encounter 4: To Catch a Killer (High Level)

## Aligned with the Nine Golden Swords

Phoelarch Warrior	Level 12 Skirmisher
Medium natural humanoid (fire)	XP 350
<b>Initiative</b> +14 <b>Senses</b> Perception +8	
<b>Phoenix Heat (Fire)</b> aura 1; each creature that enters the aura or starts its turn there takes 5 fire damage.	
<b>HP</b> 114; <b>Bloodied</b> 57; see also <i>rise from the ashes</i>	
<b>AC</b> 26; <b>Fortitude</b> 23, <b>Reflex</b> 25, <b>Will</b> 25	
<b>Resist</b> 10 fire; <b>Vulnerable</b> 5 cold	
<b>Speed</b> 7	
m <b>Burning Falchion</b> (standard; at-will) ☐ <b>Fire, Weapon</b>	
+17 vs. AC; 2d4 + 6 fire damage (crit 4d4 +14 fire damage).	
<b>B Rise from the Ashes</b> (when the phoelarch warrior drops to 0 hit points) ☐ <b>Fire, Zone</b>	
Close burst 2; +13 vs. Reflex; 3d8 + 5 fire damage. Effect: The burst creates a zone of fire that lasts until the end of the encounter. Each creature that enters the zone or starts its turn there takes 5 fire damage. In addition, when the phoelarch warrior's next turn would occur, a phoera appears within the zone.	
<b>Burning Step</b> ☐ <b>Fire</b>	
Any creature that hits the phoelarch warrior with an opportunity attack takes 3d6 fire damage.	
<b>Alignment</b> Unaligned <b>Languages</b> Common, Primordial	
<b>Skills</b> Acrobatics +17, Athletics +12	
<b>Str</b> 13 (+7) <b>Dex</b> 23 (+12) <b>Wis</b> 14 (+8)	
<b>Con</b> 10 (+6) <b>Int</b> 10 (+6) <b>Cha</b> 18 (+10)	
<b>Equipment</b> falchion	

Maw of Acamar	Level 15 Controller
Large aberrant humanoid	XP 1,200
<b>Initiative</b> +9 <b>Senses</b> Perception +11; darkvision	
<b>Hungry Star</b> aura 5; each creature within the aura must spend 3 extra squares of movement for each square it moves farther away from the maw of Acamar.	
<b>HP</b> 145; <b>Bloodied</b> 77	
<b>AC</b> 29; <b>Fortitude</b> 27, <b>Reflex</b> 26, <b>Will</b> 27	
<b>Speed</b> 6	
m <b>Devouring Touch</b> (standard; at-will)	
Reach 2; +19 vs. Reflex; the target takes ongoing 15 damage (save ends).	
<b>B Corpse Star's Grip</b> (minor; at-will)	
Close burst 5; +19 vs. Fortitude; the maw of Acamar pulls the target 3 squares.	
<b>B Devouring Star</b> (standard; at-will)	
Close burst 3; +19 vs. Fortitude; the target takes ongoing 10 damage (save ends).	
<b>Destroyer of Life</b>	
When an enemy adjacent to the maw of Acamar succeeds on a saving throw against ongoing damage, the ongoing damage is reduced by 5 instead of ending.	
<b>Life Devourer</b>	
The reach of devouring touch and the burst areas of corpse star's grip and devouring star increase by 2 until the end of the maw's next turn..	
<b>Alignment</b> Chaotic Evil <b>Languages</b> telepathy 10	
<b>Str</b> 20 (+12) <b>Dex</b> 15 (+9) <b>Wis</b> 19 (+11)	
<b>Con</b> 17 (+10) <b>Int</b> 11 (+7) <b>Cha</b> 16 (+10)	

Dark Stalker	Level 10 Skirmisher
Small shadow humanoid	XP 500
<b>Initiative</b> +14 <b>Senses</b> Perception +7; darkvision	
<b>HP</b> 81; <b>Bloodied</b> 40; see also <i>killing dark</i>	
<b>AC</b> 24 (see also <i>dark step</i> ), <b>Fortitude</b> 21, <b>Reflex</b> 24, <b>Will</b> 23	
<b>Speed</b> 6	
m <b>Scimitar</b> (standard; at-will) ☐ <b>Weapon</b>	
+15 vs. AC; 1d8 + 5 damage (crit 1d8+13).	
R <b>Dagger</b> (standard; at-will) ☐ <b>Weapon</b>	
Ranged 5/10; +15 vs. AC; 1d4 + 5 damage.	
<b>B Dark Fog</b> (standard; sustain minor; encounter) ☐ <b>Zone</b>	
Area burst 4 within 10; creates a zone of darkness that blocks line of sight (creatures with darkvision ignore this effect).	
<b>C Killing Dark</b> (when reduced to 0 hit points)	
Close burst 1; targets enemies; each target is blinded (save ends). When slain, a dark creeper explodes in a spout of darkness.	
<b>Combat Advantage</b>	
The dark stalker deals an extra 2d6 damage on melee and ranged attacks against any target it has combat advantage against..	
<b>Dark Step</b> (move; at-will)	
The dark stalker moves up to 4 squares, gains a +4 bonus to AC against opportunity attacks, and gains combat advantage against any target that it ends its move adjacent to.	
<b>Invisibility</b> (minor; recharge 3 4 5 6 ) ☐ <b>Illusion</b>	
The dark stalker becomes invisible until the end of its next turn.	
<b>Alignment</b> Unaligned <b>Languages</b> Common	
<b>Skills</b> Stealth +15, Thievery +15	
<b>Str</b> 12 (+6) <b>Dex</b> 21 (+10) <b>Wis</b> 14 (+7)	
<b>Con</b> 15 (+7) <b>Int</b> 14 (+7) <b>Cha</b> 19 (+9)	
<b>Equipment</b> black garments, scimitar, 4 daggers	

Human Fire Knife Marksman	[Level 11 Artillery]
Medium natural Humanoid	XP 600
<b>Initiative</b> +9 <b>Senses</b> Perception +13	
<b>HP</b> 88; <b>Bloodied</b> 44	
<b>AC</b> 24; <b>Fortitude</b> 23, <b>Reflex</b> 24, <b>Will</b> 23	
<b>Speed</b> 6	
m <b>Spear</b> (standard; at-will) ☐ <b>Weapon</b>	
+18 vs. AC; 2d8 + 6 damage.	
r <b>Poisoned Crossbow</b> (standard; at-will) • <b>Poison, Weapon</b>	
Ranged 1S/30; +18 vs. AC; 2d8 + 4 damage, and ongoing 5 poison damage (save ends).	
R <b>Trapping Net</b> (standard; requires a net; encounter)	
Ranged 3; +18 vs. Reflex; the target is restrained (save ends).	
<b>Alignment</b> Unaligned <b>Languages</b> Common	
<b>Skills</b> Acrobatics +14, Athletics +12, Endurance +13	
<b>Str</b> 14 (+7) <b>Dex</b> 19 (+9) <b>Wis</b> 17 (+8)	
<b>Con</b> 16 (+8) <b>Int</b> 16 (+8) <b>Cha</b> 11 (+5)	
<b>Equipment</b> crossbow with 40 poisoned bolts, spear, net	



## Aligned with the Fire Knives

Oni Overlord	Level 13 Elite Brute
Large natural humanoid	XP 1400
<b>Initiative</b> +7 <b>Senses</b> Perception +8; darkvision	
<b>Threatening Leader (Psychic)</b> aura 5; each ally within the aura gains a +5 bonus to damage rolls and takes 5 psychic damage if it misses all targets with an attack	
<b>HP</b> 296; <b>Bloodied</b> 148	
<b>AC</b> 24; <b>Fortitude</b> 25, <b>Reflex</b> 24, <b>Will</b> 26	
Saving Throws +2	
<b>Speed</b> 7, fly 8 (clumsy)	
m <b>Greatclub</b> (standard; at-will) □ <b>Weapon</b>	
Reach 2; +15 vs. AC; 4d4 + 6 damage, and each creature adjacent to the target takes 5 damage.	
M <b>Overlord's Smash</b> (standard; at-will)	
The oni overlord makes a greatclub attack, shifts 1 square, and then makes a second greatclub attack against a different target.	
L <b>Overlord's Blast</b> (standard; recharges when first bloodied) • <b>Necrotic, Poison</b>	
Close blast 5; +16 vs. Fortitude; 5d6 + 5 necrotic and poison damage, and the target gains vulnerable 5 necrotic and vulnerable 5 poison until the end of the oni overlord's next turn.	
B <b>Crush the Will</b> (free, when the oni overlord damages an enemy; recharge 5 6) • <b>Fear</b>	
Close burst 5; targets enemies; +15 vs. Will; the target grants combat advantage to the overlord until the end of the overlord's next turn..	
<b>Violent Reward</b> (immediate reaction, when an ally within 10 squares of the oni overlord damages an enemy; at-will)	
The triggering ally gains 5 temporary hit points	
<b>Deceptive Veil (minor; at-will) • Illusion</b>	
The oni overlord can disguise itself to appear as any Medium or Large humanoid. A creature can see through the disguise with a successful Insight check versus the overlord's Bluff check.	
<b>Alignment</b> Evil <b>Languages</b> Common, Giant	
<b>Skills</b> Arcana +15, Insight +13, Intimidate +17	
<b>Str</b> 21 (+11) <b>Dex</b> 12 (+7) <b>Wis</b> 14 (+8)	
<b>Con</b> 18 (+10) <b>Int</b> 18 (+10) <b>Cha</b> 22 (+12)	
<b>Equipment</b> hide armor, greatclub	

Human Shou Deadeye Bolter	[Level 11 Artillery]
Medium natural Humanoid	XP 600
<b>Initiative</b> +9 <b>Senses</b> Perception +13	
<b>HP</b> 88; <b>Bloodied</b> 44	
<b>AC</b> 24; <b>Fortitude</b> 23, <b>Reflex</b> 24, <b>Will</b> 23	
<b>Speed</b> 6	
m <b>Spear</b> (standard; at-will) □ <b>Weapon</b>	
+18 vs. AC; 2d8 + 6 damage.	
r <b>Poisoned Crossbow</b> (standard; at-will) • <b>Poison, Weapon</b>	
Ranged 1S/30; +18 vs. AC; 2d8 + 4 damage, and ongoing 5 poison damage (save ends).	
R <b>Trapping Net</b> (standard; requires a net; encounter)	
Ranged 3; +18 vs. Reflex; the target is restrained (save ends).	
<b>Alignment</b> Unaligned <b>Languages</b> Common	
<b>Skills</b> Acrobatics +14, Athletics +12, Endurance +13	
<b>Str</b> 14 (+7) <b>Dex</b> 19 (+9) <b>Wis</b> 17 (+8)	
<b>Con</b> 16 (+8) <b>Int</b> 16 (+8) <b>Cha</b> 11 (+5)	
<b>Equipment</b> crossbow with 40 poisoned bolts, spear, net	

Oni Dreamstalker	[Level 11 Elite Controller]
Large natural humanoid	XP 700
<b>Initiative</b> +8 <b>Senses</b> Perception +6; darkvision	
<b>HP</b> 204; <b>Bloodied</b> 102	
<b>AC</b> 27; <b>Fortitude</b> 26, <b>Reflex</b> 24, <b>Will</b> 25	
Saving Throws +2	
<b>Speed</b> 8, fly 8 (clumsy)	
m <b>Morningstar</b> (standard; at-will) □ <b>Weapon</b>	
Reach 2; +16 vs. AC; 1d12 + 6 damage, and a Medium or smaller target is pushed 1 square.	
L <b>Hypnotic Breath</b> (standard; recharges when first bloodied) □	
<b>Charm, Sleep</b>	
Close blast 5; +14 vs. Will; the target is dazed (save ends). First Failed Save: The target falls unconscious (no save).	
M <b>Devour Soul</b> (standard; at-will) □ <b>Healing, Psychic</b>	
Affects an unconscious target only; +16 vs. AC; 2d10 + 5 psychic damage, and the oni night hunter regains 10 hit points. This attack does not wake the unconscious target.	
<b>Deceptive Veil (minor; at-will) □ Illusion</b>	
The oni night hunter can disguise itself to appear as an elderly Medium or Large humanoid. A successful Insight check (opposed by the oni's Bluff check) pierces the disguise.	
<b>Gaseous Form</b> (standard; sustain standard; encounter) □	
<b>Polymorph</b>	
The oni night hunter becomes insubstantial and gains a fly speed of 8 (hover). It can enter and move through a porous obstacle that would otherwise prevent movement (such as a door or a cracked window). It remains in this form as long as it sustains the power..	
<b>Alignment</b> Evil <b>Languages</b> Common, Giant	
<b>Skills</b> Bluff +14, Insight +11, Stealth +13, Thievery +11	
<b>Str</b> 20 (+10) <b>Dex</b> 16 (+8) <b>Wis</b> 12 (+6)	
<b>Con</b> 18 (+9) <b>Int</b> 12 (+6) <b>Cha</b> 18 (+9)	
<b>Equipment</b> morningstar	

Human Shou Goldensword Adept	[Level 11 Skirmisher]
Medium natural humanoid	XP 600
<b>Initiative</b> +9 <b>Senses</b> Perception +6	
<b>HP</b> 121; <b>Bloodied</b> 60	
<b>AC</b> 25; <b>Fortitude</b> 23, <b>Reflex</b> 23, <b>Will</b> 22	
<b>Speed</b> 7	
m <b>Cutlass</b> (standard; at-will) □ <b>Weapon</b>	
+16 vs. AC; 2d6 + 6 damage	
<b>Rigging Monkey</b> (minor; encounter)	
The human pirate captain gains a climb speed of 7 until the end of its next turn.	
<b>Scurvy Dog's Flank</b>	
A human pirate captain gains a +1 bonus to attack rolls against an enemy it is flanking, and its attacks deal 2d6 extra damage to that creature.	
<b>Alignment</b> Unaligned <b>Languages</b> Common	
<b>Skills</b> Acrobatics +12, Athletics +12	
<b>Str</b> 14 (+7) <b>Dex</b> 15 (+7) <b>Wis</b> 12 (+6)	
<b>Con</b> 15 (+7) <b>Int</b> 9 (+4) <b>Cha</b> 11 (+5)	
<b>Equipment</b> cutlass (short sword)	



## Smugglers

<b>Shadar-kai Painbearer</b>	<b>Level 15 Skirmisher (leader)</b>
Medium shadow humanoid	XP 1,200
<b>Initiative</b> +16 <b>Senses</b> Perception +11; low-light vision <b>Shadow weft</b> aura 5; each shadar-kai ally within the aura shifts 1 square as a free action after it hits with a melee attack. <b>HP</b> 144; <b>Bloodied</b> 72 <b>AC</b> 29; <b>Fortitude</b> 27, <b>Reflex</b> 29, <b>Will</b> 27 <b>Speed</b> 7	
m <b>Shadow Chain</b> (standard; at-will) ☐ <b>Weapon</b> Reach 2; +20 vs. AC; 2d8 + 6 damage, and the target is shrouded in gloom (save ends).	
<b>M Shadow Dance</b> (standard; recharge 5 6) • <b>Necrotic</b> The shadar-kai painbearer shifts 7 squares and makes three shadow chain attacks during the move, each against a different target. The painbearer's second and third attacks deal 2d6 extra necrotic damage for each prior attack that has hit. A creature that is shrouded in gloom and is hit by an attack is blinded (save ends)..	
<b>Shadow Boon</b> (immediate reaction, when an ally within 10 squares of the shadar-kai painbearer misses with an attack; encounter) The triggering ally rerolls the attack roll.	
<b>Shadowjaunt</b> (move; encounter) • <b>Teleportation</b> The shadar-kai painbearer teleports 3 squares and becomes insubstantial until the start of its next turn.	
<b>Shrouded in Gloom</b> While shrouded in gloom, a creature takes a -2 penalty to attack rolls and gains only half the benefit of healing effects.	
<b>Alignment</b> Unaligned	<b>Languages</b> Common
<b>Skills</b> Acrobatics +19, Stealth +19	
<b>Str</b> 20 (+12)	<b>Dex</b> 24 (+14)
<b>Con</b> 16 (+10)	<b>Int</b> 14 (+9)
	<b>Cha</b> 11 (+7)
<b>Equipment</b> leather armor, spiked chain	

<b>Shadar-kai Dawnkiller</b>	<b>Level 14 Lurker</b>
Small natural humanoid	XP 1,000
<b>Initiative</b> +18 <b>Senses</b> Perception +16; low-light vision <b>HP</b> 106; <b>Bloodied</b> 53 <b>AC</b> 28; <b>Fortitude</b> 26, <b>Reflex</b> 28, <b>Will</b> 25 <b>Speed</b> 7	
m <b>Kukri</b> (standard; at-will) • <b>Weapon</b> +19 vs. AC; 2d6 + 6 damage, and the target is shrouded in gloom (save ends).	
<b>M Shade Strike</b> (standard; at-will) • <b>Necrotic</b> +19 vs. AC; targets an enemy shrouded in gloom; 2d8 + 6 necrotic damage, and the target is blinded (save ends)..	
<b>Shadowjaunt</b> (move; encounter) • <b>Teleportation</b> The shadar-kai painbearer teleports 3 squares and becomes insubstantial until the start of its next turn.	
<b>Shadows of the Raven Queen</b> • <b>Necrotic</b> The shadar-kai dawnkiller's melee attacks deal 2d6 extra necrotic damage against a target that cannot see the dawnkiller.	
<b>Shrouded in Gloom</b> While shrouded in gloom, a creature takes a -2 penalty to attack rolls and gains only half the benefit of healing effects.	
<b>Alignment</b> Unaligned	<b>Languages</b> Common
<b>Skills</b> Acrobatics +10, Stealth +19	
<b>Str</b> 20 (+12)	<b>Dex</b> 24 (+14)
<b>Con</b> 16 (+10)	<b>Int</b> 14 (+9)
	<b>Cha</b> 11 (+7)
<b>Equipment</b> leather armor, 2 kukris	

<b>Human Grimcourse Smuggler</b>	<b>[Level 10 Controller]</b>
Medium natural humanoid	XP 500
<b>Initiative</b> +5 <b>Senses</b> Perception +16 <b>HP</b> 101; <b>Bloodied</b> 50 <b>AC</b> 23; <b>Fortitude</b> 20, <b>Reflex</b> 21, <b>Will</b> 22 <b>Speed</b> 6	
m <b>Staff</b> (standard; at-will) ☐ <b>Weapon</b> +15 vs. AC; 1d6 + 2 damage.	
<b>R Beast Curse</b> (standard; recharge 4 5 6) • <b>Polymorph</b> Ranged 10; targets a hexed enemy; +14 vs. Fortitude; until the end of the human hexer's next turn, the target becomes a Tiny animal. While in this form, the target cannot use powers.	
<b>B Hex</b> (minor; at-will) • <b>Charm, Implement</b> Close burst 10; targets enemies; +14 vs. Will; the target is hexed (save ends). While the target is hexed, it takes a -2 penalty to attack rolls and damage rolls against the human hexer.	
<b>L Capricious Earth</b> (standard; encounter) • <b>Charm, Implement</b> Area burst 3 within 10; targets hexed creatures; +14 vs. Will; 1d10 + 4 damage, and the human hexer slides the target 3 squares and the target is knocked prone.	
<b>Hex Jump</b> (move; encounter) • <b>Teleportation</b> The human hexer either teleports 5 squares or swaps positions with one hexed creature within 5 squares of it.	
<b>Alignment</b> Unaligned	<b>Languages</b> Common
<b>Skills</b> Arcana +12, Nature +13	
<b>Str</b> 10 (+5)	<b>Dex</b> 11 (+5)
<b>Con</b> 13 (+6)	<b>Int</b> 15 (+7)
	<b>Cha</b> 14 (+7)
<b>Equipment</b> robes, staff	

<b>Human Smuggler Widowmakers</b>	<b>[Level 11 Brute]</b>
Medium natural humanoid	XP 350
<b>Initiative</b> +8 <b>Senses</b> Perception +5 <b>HP</b> 132; <b>Bloodied</b> 66 <b>AC</b> 23; <b>Fortitude</b> 23, <b>Reflex</b> 23, <b>Will</b> 22 <b>Speed</b> 6	
m <b>Thump and Lash</b> (standard; at-will) • <b>Weapon</b> +14 vs. AC; 2d8 + 7 damage, and the target takes a -2 penalty to melee attack rolls until the end of its next turn.	
<b>M Slaver's Tangle</b> (standard; requires a scourge; recharge 4 5 6) • <b>Weapon</b> +14 vs. AC; 2d8 + 7 damage, and the target is immobilized and takes a -2 penalty to melee attack rolls until the end of its next turn.	
<b>Alignment</b> Evil	<b>Languages</b> Common
<b>Skills</b> Intimidate +12	
<b>Str</b> 17 (+8)	<b>Dex</b> 16 (+8)
<b>Con</b> 12 (+6)	<b>Int</b> 10 (+5)
	<b>Cha</b> 14 (+7)
<b>Equipment</b> leather armor, mace, scourge (whip)	

## Encounter 4: To Catch a Killer

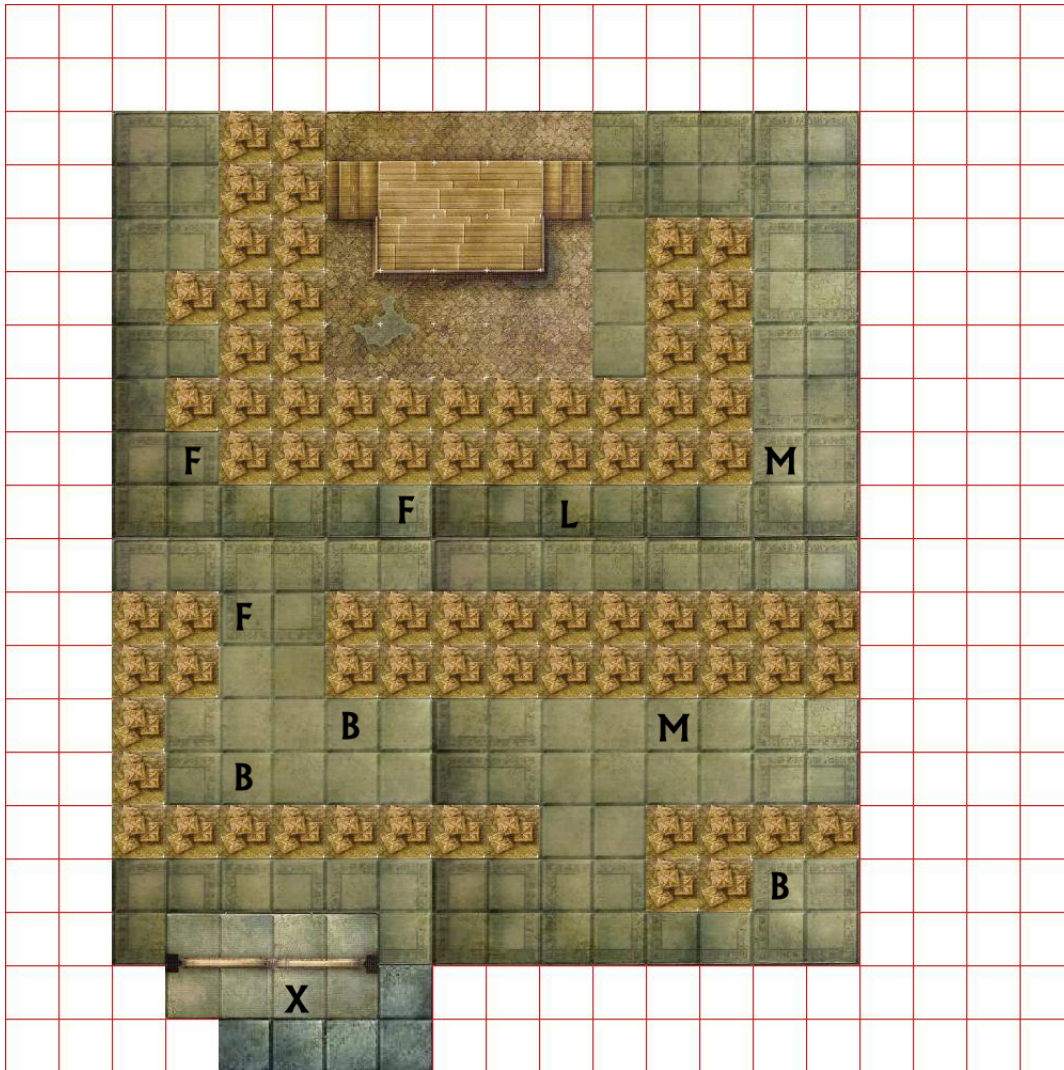
### Tile Sets Needed

*Dungeon Tiles* x1 (1 2x1 double doors)

*Halls of the Giant Kings* x2 (4 8x8 floors)

*Hidden Crypts* x1 (1 2x4 floor)

*Streets of Shadow* (many crates, 1 4x4 raised platform)



**X – Party starts here.**

## Combat Encounter 5: Cross-town Second Chance.

Encounter Level 12/14 (705/1000 XP)

### Setup

This encounter includes the following creatures:

#### If the Party is aligned with the 9 Golden Swords

##### Low Tier

- 1 kenku Sellsword assassin (level 10 kenku assassin) (F)
- 1 Slaughterstone Slicer (L)
- 1 human Fire Knife marksman (level 11 human Dire Beast Hunter) (B)
- 4 human Fire Knife Footmen (level 11 human Lackeys) (M)

##### High Tier

- 1 Rakshasa Assassin (F)
- 1 Slaughterstone Slicer (L)
- 1 Rakshasa Archer (B)
- 8 Human Fire Knife Footmen (level 10 human Lackeys) (M)

#### If the Party is aligned with the Fire Knives

##### Low Tier

- 1 Golden Swordmaster (level 11 human Gladiator) (F)
- 1 Goldensword Mystic (level 13 human Pirate)
- 1 Human Shou Deadeye Bolter (level 11 human Dire Beast Hunter) (L)
- 4 Human Shou Goldensword Initiates (level 11 Human Lackey) (M)

##### High Tier

- 1 Golden Swordmaster (Human Gladiator) (F)
- 4 Human Shou Deadeye Bolters (Level 11 Human Dire Beast Hunter) (L)
- 6 Human Shou Goldensword Initiates (Level 10 Human Lackey) (M)

#### If the Party Failed Encounter 3: Smugglers

##### Low Tier

- 1 shadar-kai lesser gloomlord (level 13 shadar-kai gloomlord) (F)
- 2 Greater Abyssal Eviscerator (level 12 abyssal eviscerator) (L)
- 1 Human Smuggler Sniper (level 11 human Dire Beast Hunter) (B)
- 4 human Smuggler Bravos (Level 10 human Lackey) (M)

##### High Tier

- 2 Shadar-kai Gloomlord (F)
- 1 Abyssal Eviscerator (B)
- 1 Deva Zealot (L)
- 8 Human Smuggler Bravos (Level 10 Human Lackey) (M)

The enemies here attempt to kill the party and kill or capture Palik. Palik cowers near the "X," unwilling to run. He has defenses of 23 and 100 hit points.

If the group succeeded in Encounter 3, serves the Nine Golden Swords or the Fire Knives and did not agree to Palik's offer, they face the smugglers.

If the group succeeded in Encounter 3 and previously served the Nine Golden Swords or the Fire Knives but decided to join the smugglers, they are attacked by the Fire Knives.

If the group failed Encounter 3 and previously served the Nine Golden Swords but accepted Palik's offer, they face the Fire Knives.

If the group failed Encounter 3 and previously served the Fire Knives but accepted Palik's offer, they face the Nine Golden Swords.

If the group failed Encounter 3 and did not agree to Palik's offer, then they face the smugglers.

As the adventurers enter the area, read:

***The buildings loom above you in this older section of Westgate, gabled slate roofs and the occasional grotesque carved rainspout.***

***From the darkness of a narrow alley, a voice calls out. "No worries, Palik. We'll take care of this lot."***

If the adventurers face the smugglers, continue with this text:

***A shadar-kai steps from the shadows, fist raised in a symbol of parlay. "Peace. There is no need for violence. Consider," he spreads his palms in entreaty. "Palik has not harmed you. Palik did not kill Tilver. The only victim here is a bloodthirsty gangster who likely died at the hands of his own greedy fellows. Why should Palik suffer for their avarice?" He waves at Palik, suggesting that he join them. "Why not allow him to depart with us? Tell your employers he escaped. Say we ambushed you and took him." He sniffs. "We know about the meeting tomorrow. Should draw the Fire Knives into this conflict and provoke the Nine Golden Swords into participating as well..." He smiles a shark-like smile, "Criminal men will shed each others' blood. The community will be left free***

*of those who oppress it. The people suffer least in that situation, and the greater good is served. For your trouble, we will ensure you are compensated.” The shadar-kai offers an open palm, “What say you? Must we spill blood? Or are you willing to let hard men kill hard men, an innocent man to go free and allow the community to benefit in the process?”*

If the party agrees to the shadar-kai's arrangement and frees Palik, they are awarded full experience for this encounter and are given a mission. They must advocate for the Fire Knives to pursue their vendetta and attempt to draw the Nine Golden Swords into the conflict at the summit tomorrow. They will be presented the opportunity to make their case and shouldn't worry—the situation will become obvious when it is time.

## Features of the Area

**Illumination:** The street has dim illumination. Dim light doesn't affect characters with low-light vision, but characters with normal vision have a hard time seeing – it grants concealment (-2 to melee and ranged attack rolls).

**Rooftops:** All rooftops are sloped, coming to a peak in the middle, and are considered challenging terrain. To reach a rooftop, PCs must make successful Athletics checks to climb the outside of the building. Moving on the rooftops requires a successful DC 10/12 Acrobatics check. Failure results in the individual losing their footing and sliding down the slope to the edge of the roof, where they can attempt a DC 15 Athletics check to catch-hold and avoid falling 40 feet to the street below. PCs who do fall may make an Acrobatics check in order to try and reduce the damage. To regain the roof, requires a successful DC 10 Athletics check.

Any individual who is 1 square from the top of the arch has cover and concealment from any individuals on the ground on opposite side of the building. Any individual who is two squares from the top of the arch (or prone 1 square away) is considered to have the advantage of superior cover and total concealment.

**Central Obelisk:** Those within 1 square of the obelisk gain a +1 to the defense of their choice and are inherently aware of the obelisk's other power. They may choose to gain a +3 bonus to the defense of their choice as an immediate interrupt in response to being hit by an attack—if this raises their defense such that the attack misses, then the attack misses and the individual may not benefit from the obelisk in this encounter.

## Tactics

These enemies fight with a savage ferocity, attempting to kill the party or capture Palik, if possible.

## Scaling the Encounter

Make the following adjustments to the combat based on the number of PCs present.

**Four PCs:** At low tier, depending on the adventurers' affiliation, remove 4 Fire Knife Footmen; reduce the Golden Swordmaster's hit points by 54 points, or remove a greater Abyssal Eviscerator. At high tier, depending on the adventurers' affiliation, remove a Slaughterstone Slicer, a Deadeye Bolter, or a shadar-kai gloomlord.

**Six PCs:** At low tier, depending on the adventurers' affiliation, add a phoelarch warrior, a Goldensword Mystic, or a shadar-kai lesser painbearer. At high tier, depending on the adventurers' affiliation, add a rakshasa archer, a Golden Swordmaster, or an abyssal eviscerator.

## Ending the Encounter

With this situation resolved, the group proceeds to Master Fan-Ji's teahouse or Glasseye's tavern without further incident.

### IF THE PARTY DECIDES TO DELIVER PALIK TO THE WATCH

Should the adventurers bring Palik to the Watch, he is readily accepted. The party must decide if they want to lie to their employers or even if they will return to report their failure.

With Palik in the hands of the Watch, he is then handed over to the party's employers—either by an official on the pay of the Fire Knives or one working with the Nine Golden Swords.

If the party returns to report their failure, their employer will laugh and congratulate them on using the Watch to deliver Palik. They should have expected heroes of their caliber to use such a clever ruse.

If the adventurers choose to hand Palik over to the Watch but fail to report back to their employer, they receive appropriate payment as indicated but do not gain access to any story awards or experience for Encounter 6.

### Experience Points

The characters receive 705/1000 experience points for successfully defeating the enemy.

### Treasure

Quickly scanning the fallen or captive foes yields a suit of *breaching armor* +4.

# Encounter 5: Cross-town Second Chance Statistics (Low Level)

## Aligned with Nine Golden Swords

Kenku Sellsword Assassin	Level 10 Elite Skirmisher
Medium natural humanoid	XP 1,000
<b>Initiative</b> +10 <b>Senses</b> Perception +8; low-light vision	
<b>HP</b> 166; <b>Bloodied</b> 83	
<b>AC</b> 24; <b>Fortitude</b> 21, <b>Reflex</b> 22, <b>Will</b> 21	
Saving Throws +2	
<b>Speed</b> 6	
<b>Action Points</b> 1	
m <b>Venomous Stab</b> (standard; at-will) ☐ <b>Poison, Weapon</b>	
+15 vs. AC; 1d6 + 7 damage, and the target is slowed (save ends).	
r <b>Venomous Shot</b> (standard; at-will) ☐ <b>Poison, Weapon</b>	
Ranged 15/30; +15 vs. AC; 1 d8 + 6 poison damage, and the target is slowed (save ends).	
M <b>Fluttering Attack</b> (standard; at-will)	
The kenku assassin shifts 4 squares and uses venomous stab during that move.	
M <b>Gouging Talons</b> (immediate reaction, when an enemy attacks the kenku assassin; at-will)	
Targets the triggering enemy; +15 vs. AC; 1d6 + 4 damage.	
B <b>Feather Burst</b> (minor; encounter)	
Close burst 2; targets enemies; no attack roll; the target is blinded until the end of the kenku assassin's turn.	
<b>Flock Effect</b>	
A kenku assassin gains a +3 bonus instead of +2 while flanking, and it grants a +3 bonus instead of +2 while aiding another.	
<b>Mimicry</b>	
A kenku assassin can mimic sounds and voices. A successful Insight check opposed by the assassin's Bluff check allows a listener to determine that the effect is faked.	
<b>Alignment</b> Unaligned <b>Languages</b> Common	
<b>Skills</b> Bluff +12, Stealth +13, Thievery +13	
<b>Str</b> 13 (+5) <b>Dex</b> 18 (+8) <b>Wis</b> 9 (+3)	
<b>Con</b> 15 (+6) <b>Int</b> 13 (+5) <b>Cha</b> 15 (+7)	
<b>Equipment</b> leather armor, shortbow, shortsword, 20 arrows	

Slaughterstone Slicer	Level 11 Elite Brute
Large natural animate (construct)	XP 1,200
<b>Initiative</b> +11 <b>Senses</b> Perception +5; darkvision	
<b>Whirling Blades</b> aura 2; each creature that starts its turn within the aura takes 5 damage.	
<b>HP</b> 276; <b>Bloodied</b> 138	
<b>AC</b> 23; <b>Fortitude</b> 24, <b>Reflex</b> 23, <b>Will</b> 19	
<b>Immune</b> disease, poison, sleep	
<b>Saving Throws</b> +2	
<b>Speed</b> 6	
<b>Action Points</b> 1	
m <b>Slicing Blade</b> (standard; at-will)	
Reach 2; +14 vs. AC; 2d8 + 6 damage (crit 4d8+22).	
B <b>Whirling Bladestorm</b> (standard; at-will)	
Close burst 2; +14 vs. AC; 2d8 + 6 damage (crit 4d8 + 22).	
B <b>Bloodied Bladestorm</b> (free, when first bloodied; encounter)	
Whirling bladestorm recharges, and the slaughterstone slicer uses it..	
<b>Critical Malfunction</b> (when the slaughterstone slicer scores a critical hit or is subject to a critical hit)	
The slicer is dazed until the end of its next turn..	
<b>Tunnel Fighting</b>	
A slaughterstone slicer takes no penalty to attack rolls while squeezing and does not grant combat advantage while squeezing.	
<b>Alignment</b> Unaligned <b>Languages</b> --	
<b>Str</b> 22 (+11) <b>Dex</b> 18 (+9) <b>Wis</b> 10 (+5)	
<b>Con</b> 18 (+9) <b>Int</b> 1 (+0) <b>Cha</b> 3(+1)	

Human Fire Knife Marksman	[Level 11 Artillery]
Medium natural Humanoid	XP 600
<b>Initiative</b> +9 <b>Senses</b> Perception +13	
<b>HP</b> 88; <b>Bloodied</b> 44	
<b>AC</b> 24; <b>Fortitude</b> 23, <b>Reflex</b> 24, <b>Will</b> 23	
<b>Speed</b> 6	
m <b>Spear</b> (standard; at-will) ☐ <b>Weapon</b>	
+18 vs. AC; 2d8 + 6 damage.	
r <b>Poisoned Crossbow</b> (standard; at-will) • <b>Poison, Weapon</b>	
Ranged 1S/30; +18 vs. AC; 2d8 + 4 damage, and ongoing 5 poison damage (save ends).	
R <b>Trapping Net</b> (standard; requires a net; encounter)	
Ranged 3; +18 vs. Reflex; the target is restrained (save ends).	
<b>Alignment</b> Unaligned <b>Languages</b> Common	
<b>Skills</b> Acrobatics +14, Athletics +12, Endurance +13	
<b>Str</b> 14 (+7) <b>Dex</b> 19 (+9) <b>Wis</b> 17 (+8)	
<b>Con</b> 16 (+8) <b>Int</b> 16 (+8) <b>Cha</b> 11 (+5)	
<b>Equipment</b> crossbow with 40 poisoned bolts, spear, net	

Human Fire Knife Footman	Level 11 Minion
Medium natural humanoid	XP150
<b>Initiative</b> +4 <b>Senses</b> Perception +5	
<b>HP</b> 1; a missed attack never damages a minion.	
<b>AC</b> 23; <b>Fortitude</b> 21, <b>Reflex</b> 18, <b>Will</b> 19	
<b>Speed</b> 6	
m <b>Club</b> (standard; at-will) ☐ <b>Weapon</b>	
+15 vs. AC; 6 damage.	
<b>Mob Rule</b>	
A Fire Knife footman gains a +2 power bonus to all defenses while at least two other Fire Knife footmen are within 5 squares of it.	
<b>Alignment</b> Any <b>Languages</b> Common	
<b>Skills</b> Stealth +5, Thievery +5	
<b>Str</b> 16 (+8) <b>Dex</b> 11 (+5) <b>Wis</b> 12 (+6)	
<b>Con</b> 14 (+7) <b>Int</b> 10 (+5) <b>Cha</b> 13 (+6)	
<b>Equipment</b> leather armor, club	



## Aligned with Fire Knives

Golden Swordmaster	Level 11 Elite Soldier
Medium natural humanoid	XP 1,200
<b>Initiative</b> +12 <b>Senses</b> Perception +9	
<b>Fighting</b> Focus aura 1; each enemy that starts its turn within the aura is marked until the start of its next turn.	
<b>HP</b> 228; <b>Bloodied</b> 114	
<b>AC</b> 27; <b>Fortitude</b> 23, <b>Reflex</b> 23, <b>Will</b> 21	
Saving Throws +2	
<b>Speed</b> 6	
<b>Action Points</b> 1	
m <b>Gladius</b> (standard; at-will) ☐ <b>Weapon</b>	
+18 vs. AC; 2d8 + 5 damage.	
M <b>Knock to the Dirt</b> (minor; encounter)	
+16 vs. Fortitude; the target is knocked prone.	
M <b>Well-Placed Kick</b> (minor; recharge 5 6)	
+16 vs. Reflex; the target is dazed and slowed (save ends both).	
M <b>Sand in the Eyes</b> (minor; encounter)	
+16 vs. Fortitude; the target is blinded (save ends).	
B <b>Gladius Display</b> (standard; at-will) • <b>Weapon</b>	
Close burst 1; targets enemies; +16 vs. Reflex; 2d8 +5 damage.	
<b>Alignment</b> Unaligned <b>Languages</b> Common	
<b>Skills</b> Acrobatics +15, Athletics +18	
<b>Str</b> 22 (+13)	<b>Dex</b> 16 (+10) <b>Wis</b> 14 (+9)
<b>Con</b> 18 (+11)	<b>Int</b> 12 (+8) <b>Cha</b> 17 (+10)
<b>Equipment</b> light shield, scale armor, gladius (short sword)	

Human Shou Deadeye Bolter	Level 11 Artillery
Medium natural Humanoid	XP 600
<b>Initiative</b> +9 <b>Senses</b> Perception +13	
<b>HP</b> 88; <b>Bloodied</b> 44	
<b>AC</b> 24; <b>Fortitude</b> 23, <b>Reflex</b> 24, <b>Will</b> 23	
<b>Speed</b> 6	
m <b>Spear</b> (standard; at-will) ☐ <b>Weapon</b>	
+18 vs. AC; 2d8 + 6 damage.	
r <b>Poisoned Crossbow</b> (standard; at-will) • <b>Poison, Weapon</b>	
Ranged 1S/30; +18 vs. AC; 2d8 + 4 damage, and ongoing 5 poison damage (save ends).	
R <b>Trapping Net</b> (standard; requires a net; encounter)	
Ranged 3; +18 vs. Reflex; the target is restrained (save ends).	
<b>Alignment</b> Unaligned <b>Languages</b> Common	
<b>Skills</b> Acrobatics +14, Athletics +12, Endurance +13	
<b>Str</b> 14 (+7)	<b>Dex</b> 19 (+9) <b>Wis</b> 17 (+8)
<b>Con</b> 16 (+8)	<b>Int</b> 16 (+8) <b>Cha</b> 11 (+5)
<b>Equipment</b> crossbow with 40 poisoned bolts, spear, net	

Human Shou Goldensword Mystic	[Level 13 Skirmisher]
Medium natural humanoid	XP 800
<b>Initiative</b> +9 <b>Senses</b> Perception +6	
<b>HP</b> 137; <b>Bloodied</b> 68	
<b>AC</b> 27; <b>Fortitude</b> 25, <b>Reflex</b> 25, <b>Will</b> 24	
<b>Speed</b> 7	
m <b>Cutlass</b> (standard; at-will) ☐ <b>Weapon</b>	
+18 vs. AC; 2d6 + 7 damage	
<b>Rigging Monkey</b> (minor; encounter)	
The human pirate captain gains a climb speed of 7 until the end of its next turn.	
<b>Scurvy Dog s Flank</b>	
A human pirate captain gains a +1 bonus to attack rolls against an enemy it is flanking, and its attacks deal 2d6 extra damage to that creature.	
<b>Alignment</b> Unaligned <b>Languages</b> Common	
<b>Skills</b> Acrobatics +12, Athletics +12	
<b>Str</b> 14 (+7)	<b>Dex</b> 15 (+7) <b>Wis</b> 12 (+6)
<b>Con</b> 15 (+7)	<b>Int</b> 9 (+4) <b>Cha</b> 11 (+5)
<b>Equipment</b> cutlass (short sword)	

Human Shou Goldensword Initiates	Level 11 Minion
Medium natural humanoid	XP150
<b>Initiative</b> +4 <b>Senses</b> Perception +5	
<b>HP</b> 1; a missed attack never damages a minion.	
<b>AC</b> 23; <b>Fortitude</b> 21, <b>Reflex</b> 18, <b>Will</b> 19	
<b>Speed</b> 6	
m <b>Club</b> (standard; at-will) ☐ <b>Weapon</b>	
+15 vs. AC; 6 damage.	
<b>Mob Rule</b>	
A Goldensword initiate gains a +2 power bonus to all defenses while at least two other Goldensword initiates are within 5 squares of it.	
<b>Alignment</b> Any <b>Languages</b> Common	
<b>Skills</b> Stealth +5, Thievery +5	
<b>Str</b> 16 (+8)	<b>Dex</b> 11 (+5) <b>Wis</b> 12 (+6)
<b>Con</b> 14 (+7)	<b>Int</b> 10 (+5) <b>Cha</b> 13 (+6)
<b>Equipment</b> leather armor, club	

## Smuggler Statblocks

Shadar-kai Lesser Gloom Lord	[Level 13 Artillery]
Medium shadow humanoid	XP 800
<b>Initiative</b> +10 <b>Senses</b> Perception +8; low-light vision	
<b>HP</b> 102; <b>Bloodied</b> 51	
<b>AC</b> 25; <b>Fortitude</b> 24, <b>Reflex</b> 27, <b>Will</b> 25	
<b>Speed</b> 7	
m <b>Corrupting Blackfire</b> (standard; at-will) ☐ <b>Fire, Necrotic</b>	
+18 vs. AC; 2d8 + 6 fire and necrotic damage, and the target is shrouded in gloom (save ends).	
r <b>Shadowbolt</b> (standard; at-will) ☐ <b>Necrotic</b>	
Ranged 10; +18 vs. Reflex; 2d8 + 6 necrotic damage, and the target is shrouded in gloom (save ends).	
r <b>Shadowcage</b> (standard; at-will) ☐ <b>Necrotic</b>	
Ranged 10; targets a creature shrouded in gloom; +18 vs. Reflex; 3d6 + 6 necrotic damage, and the target is restrained and cannot see creatures more than 2 squares away from it (save ends both).	
<b>Shadowjaunt</b> (move; encounter) • <b>Teleportation</b>	
The shadar-kai gloom lord teleports 3 squares and becomes insubstantial until the start of its next turn.	
<b>Shrouded in Gloom</b>	
While shrouded in gloom, a creature takes a -2 penalty to attack rolls and gains only half the benefit of healing effects.	
<b>Alignment</b> Unaligned <b>Languages</b> Common	
<b>Skills</b> Arcana +10, Stealth +15	
<b>Str</b> 12 (+8) <b>Dex</b> 16 (+10) <b>Wis</b> 12 (+8)	
<b>Con</b> 18 (+11) <b>Int</b> 24 (+11) <b>Cha</b> 20 (+12)	
<b>Equipment</b> leather armor	

Greater Abyssal Eviscerator	[Level 12 Brute]
Medium elemental humanoid (demon)	XP 700
<b>Initiative</b> +10 <b>Senses</b> Perception 9	
<b>HP</b> 193; <b>Bloodied</b> 91	
<b>AC</b> 28; <b>Fortitude</b> 30, <b>Reflex</b> 27, <b>Will</b> 26	
<b>Resist</b> 15 variable (2/encounter)	
<b>Speed</b>	
m <b>Claw</b> (standard; at-will)	
+19 vs. AC; 2d10 + 7 damage.	
M <b>Grab</b> (standard; at-will)	
+17 vs. Reflex; 2d6 + 7 damage, and the target is grabbed.	
M <b>Eviscerating Talons</b> (minor 1/round, 3/round while bloodied; at-will)	
Targets a creature grabbed by the abyssal eviscerator; no attack roll; 7 damage.	
<b>Alignment</b> Chaotic Evil <b>Languages</b> Abyssal	
<b>Skills</b> Athletics +18	
<b>Str</b> 23 (+13) <b>Dex</b> 17 (+10) <b>Wis</b> 15 (+9)	
<b>Con</b> 23 (+13) <b>Int</b> 7 (+5) <b>Cha</b> 11 (+7)	

Human Smuggler Sniper	[Level 11 Artillery]
Medium natural Humanoid	XP 600
<b>Initiative</b> +9 <b>Senses</b> Perception +13	
<b>HP</b> 88; <b>Bloodied</b> 44	
<b>AC</b> 24; <b>Fortitude</b> 23, <b>Reflex</b> 24, <b>Will</b> 23	
<b>Speed</b> 6	
m <b>Spear</b> (standard; at-will) ☐ <b>Weapon</b>	
+18 vs. AC; 2d8 + 6 damage.	
r <b>Poisoned Crossbow</b> (standard; at-will) • <b>Poison, Weapon</b>	
Ranged 1S/30; +18 vs. AC; 2d8 + 4 damage, and ongoing 5 poison damage (save ends).	
R <b>Trapping Net</b> (standard; requires a net; encounter)	
Ranged 3; +18 vs. Reflex; the target is restrained (save ends).	
<b>Alignment</b> Unaligned <b>Languages</b> Common	
<b>Skills</b> Acrobatics +14, Athletics +12, Endurance +13	
<b>Str</b> 14 (+7) <b>Dex</b> 19 (+9) <b>Wis</b> 17 (+8)	
<b>Con</b> 16 (+8) <b>Int</b> 16 (+8) <b>Cha</b> 11 (+5)	
<b>Equipment</b> crossbow with 40 poisoned bolts, spear, net	

Human Smuggler Bravo	Level 11 Minion
Medium natural humanoid	XP150
<b>Initiative</b> +4 <b>Senses</b> Perception +5	
<b>HP</b> 1; a missed attack never damages a minion.	
<b>AC</b> 23; <b>Fortitude</b> 21, <b>Reflex</b> 18, <b>Will</b> 19	
<b>Speed</b> 6	
m <b>Club</b> (standard; at-will) ☐ <b>Weapon</b>	
+15 vs. AC; 6 damage.	
<b>Mob Rule</b>	
A smuggler bravo gains a +2 power bonus to all defenses while at least two other smuggler bravos are within 5 squares of it.	
<b>Alignment</b> Any <b>Languages</b> Common	
<b>Skills</b> Stealth +5, Thievery +5	
<b>Str</b> 16 (+8) <b>Dex</b> 11 (+5) <b>Wis</b> 12 (+6)	
<b>Con</b> 14 (+7) <b>Int</b> 10 (+5) <b>Cha</b> 13 (+6)	
<b>Equipment</b> leather armor, club	

# Encounter 5: Cross-town Second Chance Statistics (High Level)

## Aligned with the Nine Golden Swords

<b>Rakshasa Assassin</b>	Level 17 Skirmisher
Medium natural humanoid	XP 1,600
<b>Initiative</b> +16 <b>Senses</b> Perception +16; low-light vision	
<b>HP</b> 160; <b>Bloodied</b> 80	
<b>AC</b> 31; <b>Fortitude</b> 29, <b>Reflex</b> 31, <b>Will</b> 29	
<b>Speed</b> 6; see also <i>shadow form</i>	
m <b>Shortsword</b> (standard; at-will) □ <b>Weapon</b>	
+22 vs. AC; 1d6 + 6 damage.	
M <b>Double Attack</b> (standard; at-will) □ <b>Weapon</b>	
The rakshasa assassin makes two melee basic attacks.	
B <b>Phantom Distraction</b> (minor; recharge 5 6) □ <b>Illusion</b>	
Close Burst 1; +20 vs Will; the target is dazed until the end of the rakshasa assassin's next turn.	
<b>Combat Advantage</b>	
The rakshasa assassin deals an extra 2d6 damage on melee and ranged attacks against any target it has combat advantage against.	
Deceptive Veil (minor; at-will) □ <b>Illusion</b>	
The rakshasa archer can disguise itself to appear as any Medium humanoid. A successful Insight check (opposed by the rakshasa's Bluff check) pierces the disguise.	
<b>Shadow Form</b>	
If the rakshasa assassin moves at least 2 squares, it gains the phasing quality (see glossary) until the end of its turn.	
<b>Alignment</b> Evil <b>Languages</b> Common	
<b>Skills</b> Acrobatics +18, Athletics +16, Bluff +17, Stealth +10	
<b>Str</b> 18 (+12)	<b>Dex</b> 22 (+14) <b>Wis</b> 16 (+11)
<b>Con</b> 16 (+11)	<b>Int</b> 12 (+9) <b>Cha</b> 18 (+12)
<b>Equipment</b> chainmail, 2 short swords	

<b>Slaughterstone Slicer</b>	Level 11 Elite Brute
Large natural animate (construct)	XP 1,200
<b>Initiative</b> +11 <b>Senses</b> Perception +5; darkvision	
<b>Whirling Blades</b> aura 2; each creature that starts its turn within the aura takes 5 damage.	
<b>HP</b> 276; <b>Bloodied</b> 138	
<b>AC</b> 23; <b>Fortitude</b> 24, <b>Reflex</b> 23, <b>Will</b> 19	
<b>Immune</b> disease, poison, sleep	
<b>Saving Throws</b> +2	
<b>Speed</b> 6	
<b>Action Points</b> 1	
m <b>Slicing Blade</b> (standard; at-will)	
Reach 2; +14 vs. AC; 2d8 + 6 damage (crit 4d8+22).	
B <b>Whirling Bladestorm</b> (standard; at-will)	
Close burst 2; +14 vs. AC; 2d8 + 6 damage (crit 4d8 + 22).	
B <b>Bloodied Bladestorm</b> (free, when first bloodied; encounter)	
Whirling bladestorm recharges, and the slaughterstone slicer uses it..	
<b>Critical Malfunction</b> (when the slaughterstone slicer scores a critical hit or is subject to a critical hit)	
The slicer is dazed until the end of its next turn..	
<b>Tunnel Fighting</b>	
A slaughterstone slicer takes no penalty to attack rolls while squeezing and does not grant combat advantage while squeezing.	
<b>Alignment</b> Unaligned <b>Languages</b> --	
<b>Str</b> 22 (+11)	<b>Dex</b> 18 (+9) <b>Wis</b> 10 (+5)
<b>Con</b> 18 (+9)	<b>Int</b> 1 (+0) <b>Cha</b> 3(+1)

<b>Rakshasa Archer</b>	Level 15 Artillery
Medium natural humanoid	XP 1,200
<b>Initiative</b> +13 <b>Senses</b> Perception +16; low-light vision	
<b>HP</b> 110; <b>Bloodied</b> 55	
<b>AC</b> 28; <b>Fortitude</b> 24, <b>Reflex</b> 26, <b>Will</b> 25	
<b>Speed</b> 6	
m <b>Claw</b> (standard; at-will)	
+19 vs. AC; 1d8 + 3 damage.	
R <b>Longbow</b> (standard; at-will) □ <b>Weapon</b>	
Ranged 20/40; +20 vs. AC; 1d10 + 5 damage.	
R <b>Double Attack</b> (standard; at-will) □ <b>Weapon</b>	
The rakshasa archer makes two longbow attacks against a single target or against two targets within 3 squares of one another.	
R <b>Ghost Arrow</b> (standard; recharge 5 6) ☉ <b>Necrotic, Weapon</b>	
Requires longbow; ranged 20/40; +20 vs Reflex; 1d10+5 necrotic damage, and the target cannot spend healing surges (save ends).	
Deceptive Veil (minor; at-will) □ <b>Illusion</b>	
The rakshasa archer can disguise itself to appear as any Medium humanoid. A successful Insight check (opposed by the rakshasa's Bluff check) pierces the disguise.	
<b>Alignment</b> Evil <b>Languages</b> Common	
<b>Skills</b> Bluff +14, Intimidate +14	
<b>Str</b> 17 (+10)	<b>Dex</b> 20 (+12) <b>Wis</b> 18 (+11)
<b>Con</b> 14 (+9)	<b>Int</b> 12 (+8) <b>Cha</b> 14 (+9)
<b>Equipment</b> Longbow, quiver of 30 arrows	

<b>Human Fire Knife Footman</b>	Level 10 Minion
Medium natural humanoid	XP125
<b>Initiative</b> +4 <b>Senses</b> Perception +5	
<b>HP</b> 1; a missed attack never damages a minion.	
<b>AC</b> 22; <b>Fortitude</b> 20, <b>Reflex</b> 17, <b>Will</b> 18	
<b>Speed</b> 6	
m <b>Club</b> (standard; at-will) □ <b>Weapon</b>	
+14 vs. AC; 6 damage.	
<b>Mob Rule</b>	
A Fire Knife footman gains a +2 power bonus to all defenses while at least two other Fire Knife footmen are within 5 squares of it.	
<b>Alignment</b> Any <b>Languages</b> Common	
<b>Skills</b> Stealth +5, Thievery +5	
<b>Str</b> 16 (+8)	<b>Dex</b> 11 (+5) <b>Wis</b> 12 (+6)
<b>Con</b> 14 (+7)	<b>Int</b> 10 (+5) <b>Cha</b> 13 (+6)
<b>Equipment</b> leather armor, club	



## Aligned with the Fire Knives

Golden Swordmaster	Level 14 Elite Soldier
Medium natural humanoid	XP 2,000
<b>Initiative</b> +12 <b>Senses</b> Perception +9	
<b>Fighting</b> Focus aura 1; each enemy that starts its turn within the aura is marked until the start of its next turn.	
<b>HP</b> 276; <b>Bloodied</b> 138	
<b>AC</b> 30; <b>Fortitude</b> 26, <b>Reflex</b> 26, <b>Will</b> 24	
Saving Throws +2	
<b>Speed</b> 6	
<b>Action Points</b> 1	
m <b>Gladius</b> (standard; at-will) ☐ <b>Weapon</b>	
+21 vs. AC; 2d8 + 6 damage.	
M <b>Knock to the Dirt</b> (minor; encounter)	
+19 vs. Fortitude; the target is knocked prone.	
M <b>Well-Placed Kick</b> (minor; recharge 5 6)	
+19 vs. Reflex; the target is dazed and slowed (save ends both).	
M <b>Sand in the Eyes</b> (minor; encounter)	
+19 vs. Fortitude; the target is blinded (save ends).	
B <b>Gladius Display</b> (standard; at-will) • <b>Weapon</b>	
Close burst 1; targets enemies; +19 vs. Reflex; 2d8 +6 damage.	
<b>Alignment</b> Unaligned	<b>Languages</b> Common
<b>Skills</b> Acrobatics +15, Athletics +18	
<b>Str</b> 22 (+13)	<b>Dex</b> 16 (+10)
<b>Con</b> 18 (+11)	<b>Int</b> 12 (+8)
	<b>Cha</b> 17 (+10)
<b>Equipment</b> light shield, scale armor, gladius (short sword)	

Human Shou Deadeye Bolter	Level 11 Artillery
Medium natural Humanoid	XP 600
<b>Initiative</b> +9 <b>Senses</b> Perception +13	
<b>HP</b> 88; <b>Bloodied</b> 44	
<b>AC</b> 24; <b>Fortitude</b> 23, <b>Reflex</b> 24, <b>Will</b> 23	
<b>Speed</b> 6	
m <b>Spear</b> (standard; at-will) ☐ <b>Weapon</b>	
+18 vs. AC; 2d8 + 6 damage.	
r <b>Poisoned Crossbow</b> (standard; at-will) • <b>Poison, Weapon</b>	
Ranged 1S/30; +18 vs. AC; 2d8 + 4 damage, and ongoing 5 poison damage (save ends).	
R <b>Trapping Net</b> (standard; requires a net; encounter)	
Ranged 3; +18 vs. Reflex; the target is restrained (save ends).	
<b>Alignment</b> Unaligned	<b>Languages</b> Common
<b>Skills</b> Acrobatics +14, Athletics +12, Endurance +13	
<b>Str</b> 14 (+7)	<b>Dex</b> 19 (+9)
<b>Con</b> 16 (+8)	<b>Int</b> 16 (+8)
	<b>Cha</b> 11 (+5)
<b>Equipment</b> crossbow with 40 poisoned bolts, spear, net	

Human Goldensword Initiate	Level 10 Minion
Medium natural humanoid	XP125
<b>Initiative</b> +4 <b>Senses</b> Perception +5	
<b>HP</b> 1; a missed attack never damages a minion.	
<b>AC</b> 22; <b>Fortitude</b> 20, <b>Reflex</b> 17, <b>Will</b> 18	
<b>Speed</b> 6	
m <b>Club</b> (standard; at-will) ☐ <b>Weapon</b>	
+14 vs. AC; 6 damage.	
<b>Mob Rule</b>	
A Goldensword initiate gains a +2 power bonus to all defenses while at least two other Goldensword initiates are within 5 squares of it.	
<b>Alignment</b> Any	<b>Languages</b> Common
<b>Skills</b> Stealth +5, Thievery +5	
<b>Str</b> 16 (+8)	<b>Dex</b> 11 (+5)
<b>Con</b> 14 (+7)	<b>Int</b> 10 (+5)
	<b>Cha</b> 13 (+6)
<b>Equipment</b> leather armor, club	

## Smuggler Statblocks

Shadar-kai Gloom Lord	Level 14 Artillery
Medium shadow humanoid	XP 1,000
<b>Initiative</b> +10 <b>Senses</b> Perception +8; low-light vision	
<b>HP</b> 108; <b>Bloodied</b> 54	
<b>AC</b> 26; <b>Fortitude</b> 25, <b>Reflex</b> 28, <b>Will</b> 26	
<b>Speed</b> 7	
m <b>Corrupting Blackfire</b> (standard; at-will) ☐ <b>Fire, Necrotic</b>	
+19 vs. AC; 2d8 + 6 fire and necrotic damage, and the target is shrouded in gloom (save ends).	
r <b>Shadowbolt</b> (standard; at-will) ☐ <b>Necrotic</b>	
Ranged 10; +19 vs. Reflex; 2d8 + 6 necrotic damage, and the target is shrouded in gloom (save ends).	
r <b>Shadowcage</b> (standard; at-will) ☐ <b>Necrotic</b>	
Ranged 10; targets a creature shrouded in gloom; +19 vs. Reflex; 3d6 + 6 necrotic damage, and the target is restrained and cannot see creatures more than 2 squares away from it (save ends both).	
<b>Shadowjaunt</b> (move; encounter) • <b>Teleportation</b>	
The shadar-kai gloom lord teleports 3 squares and becomes insubstantial until the start of its next turn.	
<b>Shrouded in Gloom</b>	
While shrouded in gloom, a creature takes a -2 penalty to attack rolls and gains only half the benefit of healing effects.	
<b>Alignment</b> Unaligned	<b>Languages</b> Common
<b>Skills</b> Arcana +10, Stealth +15	
<b>Str</b> 12 (+8)	<b>Dex</b> 16 (+10) <b>Wis</b> 12 (+8)
<b>Con</b> 18 (+11)	<b>Int</b> 24 (+11) <b>Cha</b> 20 (+12)
<b>Equipment</b> leather armor	

Abyssal Eviscerator	Level 10 Brute
Medium elemental humanoid (demon)	XP 500
<b>Initiative</b> +10 <b>Senses</b> Perception 9	
<b>HP</b> 173; <b>Bloodied</b> 86	
<b>AC</b> 26; <b>Fortitude</b> 28, <b>Reflex</b> 25, <b>Will</b> 24	
<b>Resist</b> 15 variable (2/encounter)	
<b>Speed</b>	
m <b>Claw</b> (standard; at-will)	
+17 vs. AC; 2d10 + 6 damage.	
M <b>Grab</b> (standard; at-will)	
+15 vs. Reflex; 2d6 + 6 damage, and the target is grabbed.	
M <b>Eviscerating Talons</b> (minor 1/round, 3/round while bloodied; at-will)	
Targets a creature grabbed by the abyssal eviscerator; no attack roll; 6 damage.	
<b>Alignment</b> Chaotic Evil	<b>Languages</b> Abyssal
<b>Skills</b> Athletics +18	
<b>Str</b> 23 (+13)	<b>Dex</b> 17 (+10) <b>Wis</b> 15 (+9)
<b>Con</b> 23 (+13)	<b>Int</b> 7 (+5) <b>Cha</b> 11 (+7)

Deva Zealot	Level 14 Skirmisher
Medium immortal humanoid	XP 1,000
<b>Initiative</b> +15 <b>Senses</b> Perception +15	
<b>HP</b> 135; <b>Bloodied</b> 67	
<b>AC</b> 28; <b>Fortitude</b> 25, <b>Reflex</b> 27, <b>Will</b> 25 (+1 to all defenses against bloodied enemies)	
<b>Resist</b> 10 necrotic, 10 radiant	
<b>Speed</b> 6	
m <b>Falchion</b> (standard; at-will) ☐ <b>Radiant, Weapon</b>	
+19 vs. AC; 4d4 + 5 damage (crit 8d4 + 21) plus 1d6 radiant damage.	
M <b>Path of Virtue</b> (standard; encounter)	
The deva zealot shifts half its speed and makes one falchion attack against each enemy within reach during the move.	
<b>Dazzling Soul</b> (minor; recharge 4 5 6)	
The deva zealot gains concealment until the start of its next turn, and any other square within 6 squares of the zealot is illuminated by bright light. Any square within 12 squares of the zealot is illuminated by dim light.	
<b>Radiant Retribution</b> (free, when an enemy hits the deva zealot on the zealot's turn; at-will) • <b>Radiant</b>	
The triggering enemy takes half the attack's damage as radiant damage.	
<b>Memory of a Thousand Lifetimes</b> (free, when the deva zealot makes an attack roll, a skill check, or an ability check and dislikes the result; encounter)	
The zealot adds 1d6 to the triggering roll.	
<b>Skirmish • Radiant</b>	
If a deva zealot ends its move at least 4 squares from the square where it started the move, its attacks deal 1d6 extra radiant damage until the start of its next turn.	
<b>Alignment</b> Unaligned	<b>Languages</b> Common,
<b>Skills</b> Acrobatics +18, Religion +16, Stealth +10	
<b>Str</b> 20 (+12)	<b>Dex</b> 22 (+13) <b>Wis</b> 16 (+10)
<b>Con</b> 15 (+9)	<b>Int</b> 14 (+9) <b>Cha</b> 20 (+12)
<b>Equipment</b> leather armor, falchion	

Human Smuggler Bravo	Level 10 Minion
Medium natural humanoid	XP125
<b>Initiative</b> +4 <b>Senses</b> Perception +5	
<b>HP</b> 1; a missed attack never damages a minion.	
<b>AC</b> 22; <b>Fortitude</b> 20, <b>Reflex</b> 17, <b>Will</b> 18	
<b>Speed</b> 6	
m <b>Club</b> (standard; at-will) ☐ <b>Weapon</b>	
+14 vs. AC; 6 damage.	
<b>Mob Rule</b>	
A smuggler bravo gains a +2 power bonus to all defenses while at least two other smuggler bravos are within 5 squares of it.	
<b>Alignment</b> Any	<b>Languages</b> Common
<b>Skills</b> Stealth +5, Thievery +5	
<b>Str</b> 16 (+8)	<b>Dex</b> 11 (+5) <b>Wis</b> 12 (+6)
<b>Con</b> 14 (+7)	<b>Int</b> 10 (+5) <b>Cha</b> 13 (+6)
<b>Equipment</b> leather armor, club	

## Encounter 5: Cross-town Second Chance Map

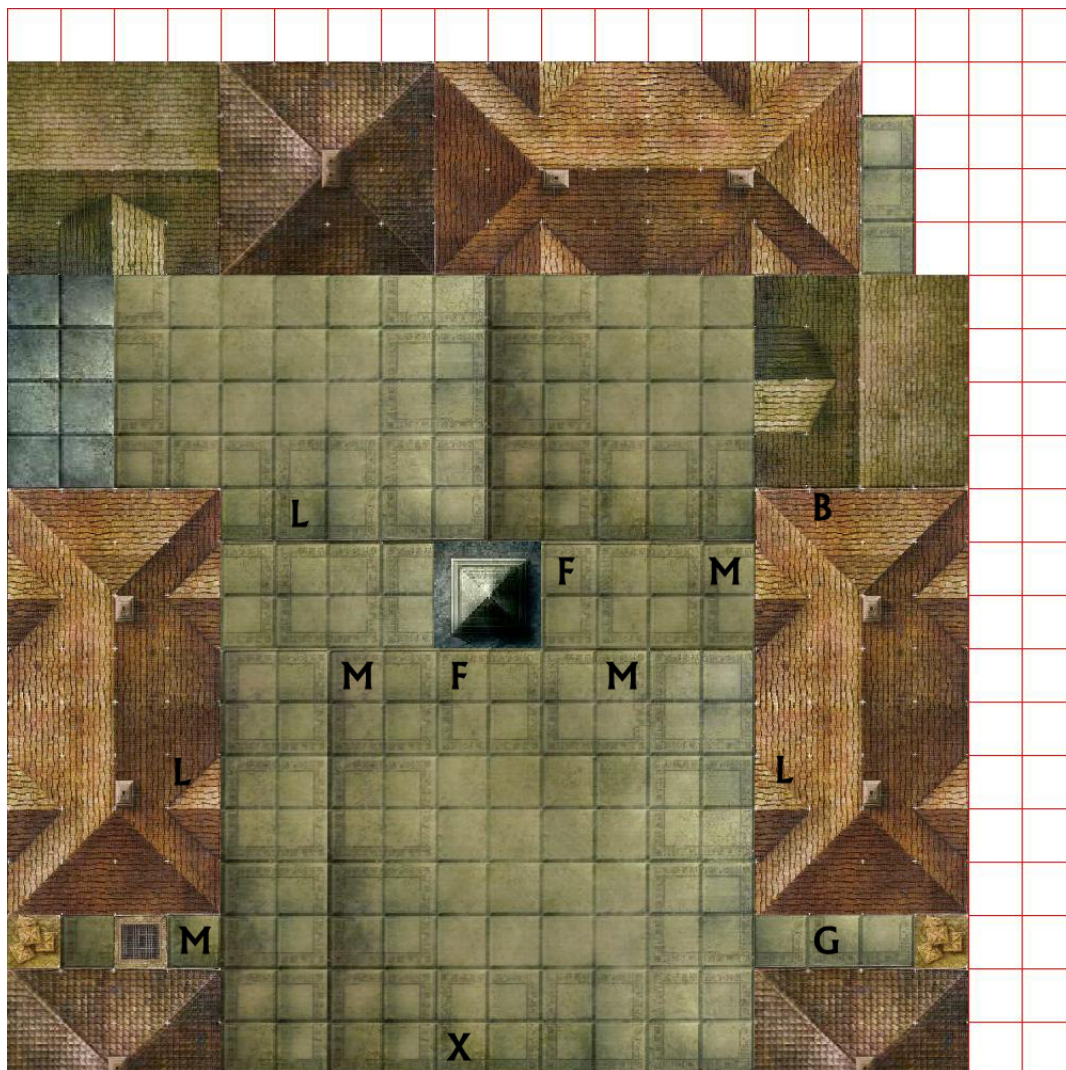
### Tile Sets Needed

*Dungeon Tiles* x1 (1 2x2 obelisk)

*Halls of the Giant Kings* x2 (4 8x8 floors)

*Hidden Crypts* x1 (1 2x4 floor)

*Streets of Shadow* x3 (2 1.x1 crates, 1 1x1 grated pit, 3 4x8 houses, 6 4x4 houses)



**X – Party starts here.**

## Skill Challenge Encounter 6: A Trifecta of Lies

Skill Challenge Level 11/13,  
Complexity 2 (240/320 XP)

### Setup

Tarun Haethmur, an associate of House Bleth (+12 Diplomacy, +10 Insight, +12 Intimidate)  
Gai Bo Chiang of the Nine Golden Swords (+14 Bluff, +11 Diplomacy, +11 Insight)  
Xhui Fan of the Nine Golden Swords (+12 Bluff, +12 Diplomacy, +15 Insight)

This skill challenge begins as the characters are called to testify regarding their hunt for Palik. Either they will be lying about his escape, his capture, or his gloating regarding the death of Tilver.

*With your efforts complete, your group joins the entourage headed to the summit—being held in the neutral ground of the Westgate Market Commons. This long hall usually serves as the winter site for small and traveling merchants, but it maintains a few conference rooms to accommodate other transactions. A number of interested parties seem to be in attendance, lining the outer wall of the room and standing next to chairs.*

**Streetwise DC 16/18** The adventurers recognize the notable people surrounding the meeting and listed in the Setup.

*The other group files in, taking up their seats. With everyone settled, the Shou elder, Master Fan-Ji stands to speak.*

*“The Nine Golden Swords know the Fire Knives suffered a tragic loss in the death of their man, Tilver. We cannot, however, condone this plan for revenge. The Fire Knives cannot seek revenge against an entire organization for the sins of one member. The prohibitive toll imposed upon the community assures this.” He folds his hands and nods to his opposite number.*

*The Fire Knife capo, Glasseye stands. “Our family suffered a loss, and your condolences are appreciated. But we won’t have our actions dictated to us. If we choose to seek out Palik in revenge, we’ll seek him no matter where he hides. Blood for our brother is only just! Let those uninvolved stand aside!”*

*Both leaders pause, taking small drinks of water. Blinking, (Glasseye/Master Fan-Ji) touches his throat, looking to you. He seems to have lost his voice. Grimacing, he pushes away the glass and whispers to the aide seated to his left.*

*“It would appear someone conspired to steal my Lord’s voice, but that does not matter. These agents of our cause labored hard seeking out Palik. They know the facts and speak in our stead!”*

Thus, the party becomes the advocate for either the Fire Knives or the Nine Golden Swords, or if they freed Palik and sided with the Smugglers, attempt to sabotage this gathering by turning this into a three-sided conflict.

### Skill Challenge: Strength in Testimony

**Goal:** Fire Knives: Convince the Nine Golden Swords to remain neutral as the Fire Knives engage the Smugglers in a gang war.

Nine Golden Swords: Avert the Fire Knives’ intended gang war and save the community from its impact.

Smugglers: Turn the Nine Golden Swords against the Fire Knives while pulling the Fire Knives into overcommitting their resources in a three-way war.

**Complexity:** 2 (6 successes before 3 failures)

**Primary Skills:** Bluff, Diplomacy, Heal, History, Intimidate, Streetwise, Thievery

**Other Skills:** Insight, Perception

**Victory:** Fire Knives: You convince the Nine Golden Swords to remain neutral as the gang prosecutes its war against the Smugglers.

Nine Golden Swords: You convince the Fire Knives to admit that their quarrel is with Palik, and that if he were delivered, the issue would be resolved. Palik is then delivered.

Smugglers: Convince the groups involved that the Nine Golden Swords must participate in the gang war against the Fire Knives. The Fire Knives believe Palik is dead and demand a limited reprisal.

**Defeat:** Fire Knives: The Nine Golden Swords refuse to stand down and declare their intent to participate in the coming gang war.

Nine Golden Swords: The Fire Knives take Palik and extend their vendetta against the whole Smuggler organization—initiating the gang war.

Smugglers: The Fire Knives realize that Palik is alive and insist on retribution. The Nine Golden Swords agree to remain impartial.

**Bluff DC 16/18** You use your silver tongue and nimble rhetoric to strengthen your position without ceding anything. You cast aspersions on the motivations of your foes.

**Diplomacy DC 16/18** You emphasize the justice inherent in your position, the righteousness of your cause and the weaknesses in your opponent's argument. You appeal to the possibility of a similar situation in the near future and the rights of the victims.

**Heal DC 16/18** You expound upon the nature of Tilver's wounds, how the state of his body reinforces your case. How he must have been killed in the manner supporting your hypothesis—either by nautical weapons, or by common gang weapons.

**History DC 16/18** You discuss precedents of vendetta and revenge. You review the aftermaths of previous gang skirmishes. You highlight the examples and results that strengthen your cause and demonstrate the weakness of your opponent's position.

**Insight DC 16/18** You analyze your opponent's argument, finding the flaws in his logic and the weaknesses in his demeanor. Add +2 to your next check.

**Intimidation DC 19/21** You attempt to threaten, browbeat, and in no uncertain terms, make clear what the consequences of your opponent's plan and the path it will make. These are hard men, though, and this is more difficult than it seems.

**Perception DC 16/18** You analyze your opponent's argument, finding the flaws in his logic and the weaknesses in his demeanor. Add +2 to your next check.

**Streetwise DC 16/18** You attempt to exploit your opponent's reputation and social standing, explaining how their course of action will weaken their community.

**Thievery DC 16/18** Through casual slight of hand, knowledge of roguish activities, and understanding of the criminal mind, you put a dark spin on the course of action suggested by your opponent—weakening his position and forcing them to doubt their decisions.

## Ending the Encounter

**Success:** Proceed to Concluding the Adventure.

**Failure:** Proceed to Concluding the Adventure.

### Experience Points

The characters receive 240/320 experience points for successfully completing the skill challenge.

### Treasure

There is no treasure present in this encounter.

## Concluding the Adventure

If the group succeeds for the Fire Knives, they happily retreat back to their hideouts and prepare for the coming war! Glasseye pays them happily and congratulates them on a job well done.

If the group fails for the Fire Knives, they retreat knowing that the Nine Golden Swords will oppose them in the coming gang war. Glasseye is displeased, but pays them for their efforts.

If the group succeeds for the Nine Golden Swords, Palik is brought in as the group makes their conclusions and the Fire Knives concede. The Nine Golden Swords return jubilantly to the community centers of the Shou in Westgate, knowing that they have stymied the Fire Knives' attempts to initiate a gang war. Master Fan-Ji pays them for a job well done.

If the group fails for the Nine Golden Swords, they return knowing that the Fire Knives consider their threats empty and weak, fully intending to commence a gang war with the Smugglers. Palik is never presented, but kept as a hostage of the Nine Golden Swords. Master Fan-Ji is disappointed, but compensates them for their efforts.

If the group succeeds for the Smugglers, they quietly continue to expand their drug business and work to undercut the Fire Knives where possible. When the opportunity presents itself, they try to attack the Nine Golden Swords or the Fire Knives and frame the other group. The Smugglers pay the adventurers for their outstanding betrayal.

If the group fails for the Smugglers, they evoke the vengeful fury of the Fire Knives, assisted by the Nine Golden Swords. An anonymously delivered sack of gold coins arrives with a note indicating, "You do not know the good your failure spurs."

# Rewards Summary

At the conclusion of the adventure, the PCs earn experience points, treasure, and possibly story awards. All totals listed here are per PC. A number before the slash is the low-level value; after the slash is the high-level value.

## Experience Points

Give PCs a full award for each encounter they successfully completed, and a half award if they were unsuccessful. Give no award if the characters did not play the encounter at all.

### Encounter 1: Blood on the Streets

500 / 750 XP

### Encounter 3: Hitting the Bricks

300 / 420 XP

### Encounter 4: To Catch a Killer

700 / 1000 XP

### Encounter 5: Cross-town Second Chance

705 / 1000 XP

### Encounter 6: A Trifecta of Lies

240 / 320 XP

### Total Possible Experience

2445 / 3490 XP

### Gold per PC

1200 / 2200 gp

Encounter 6: 1200 / 2200 gp

## Treasure

Each PC receives treasure in the form of gold pieces as well as one share from a treasure bundle. The treasure bundle may give the PC more gold, a magic item, or something else of value. Each player makes one and only one selection for their character; players may choose the same treasure bundle. Note that it is possible (and likely) that some characters will not select a bundle for each session of play.

If characters buy or sell magic items or other gear during the adventure (or pay for services) add or subtract that amount from the total gold the PC receives at the end of the adventure. If a player selects an option that gives their character more gold, add that amount to that character's base gold award. It is possible and permissible for a character who spends more gold than he or she earns to have a negative total for the adventure. PCs receive 20% of the item's market price when they sell any magic item or consumable. They receive 50% of the market price for ritual books and alchemical formulas.

If a player selects a magic weapon or suit of armor for their PC that is not specific on the type of item listed, they must select the exact item at the time they choose that bundle. For example, if a *duelist's weapon*

+1 is listed as a choice in a bundle, a player selects the form of the weapon amongst the choices possible for that magic item (light blades). If the player selects the item as a +1 *duelist's dagger*, the player writes that information down on the PC's adventure log and the item is forever after that specific weapon.

An asterisk next to a magic item means that it is an item that appears in the **New Rules** section.

### Each PC Selects One of the Following Bundles:

**Bundle A:** +3 *Opportunistic Weapon* (low-level version only) (Level 14; Adventurer's Vault)  
Found in Encounter 1

**Bundle B:** *Mantle of Regrets* +3 (low-level version only) (Level 15; Adventurer's Vault 2)  
Found in Encounter 4

**Bundle C:** *Fireburst Armor* +3 (Level 13; Players handbook)  
Found in Encounter 5

**Bundle D:** *Lantern of Revelation* (Level 16; Adventurer's Vault)  
Found in Encounter 5

**Bundle E:** +4 *Magic Weapon* (Level 16; Player's Handbook)  
Found in Encounter 5

**Bundle F:** *Horn of Blasting* (high-level version only) (Level 17; Adventurer's Vault)  
Found in Encounter 4

**Bundle G:** +4 *Breaching Armor* (high-level version only) (Level 18; Adventurer's Vault)  
Found in Encounter 5

**More Gold:** If a player doesn't want to select one of the bundles listed above for their character, they can choose to add 1300/2100 gp to their rewards from this adventure. That character (and only that character) receives more gold instead of any other treasure bundle.

## Story Awards

Those who succeed for the Fire Knives earn Drag2-1A. Those who succeed for the Nine Golden Swords earn Drag2-1B. Those who succeed for the Smugglers earn Drag2-1C.

### DRAG2-1A Favor of the Fire Knives

"Anything goes, and anything has a price." You've gained the appreciation of the ruthless Fire Knives. They recall your discretion, efficiency and honor. Rare and uncommon, your actions established your reputation with the elite in Westgate and powerful

within the Fire Knives. This favor eliminates previous enmity of the Fire Knives.

#### **DRAG2-1B Gratitude of the Nine Golden Swords**

"Enough is a feast." The Shou of the Nine Golden Swords recognize the dedication, bravery and selflessness of the adventurers. Their actions in this endeavor have established their heroic reputation and impressed elders in the Shou community of Westgate and members of the Watch with whom they cooperated.

#### **DRAG2-1C Spice Lords' Appreciation**

"Shadows stretch long and deep." The characters could not stand to see a man sacrificed for a crime he

did not commit. His superiors take note of the characters' actions, remembering their names and faces for the future. The consequences of their actions will ripple beyond this night.

## **Adventure Questions**

Mark the answer to the following adventure question on the tracking form.

### **1. Did the party allow Palik to escape and aid the Smugglers?**